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STAR TREK

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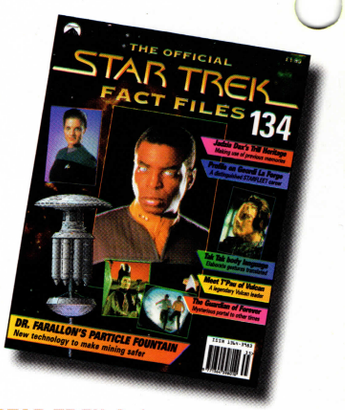

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GALACTIC ARCHEOLOGY

The advent of interplanetary travel has opened up new fields in many academic disciplines. Galactic archeology uses the relics of the past to help the Federation understand its place in the universe.

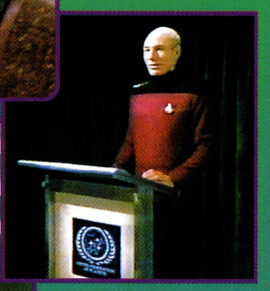
The human race has always had a deep fascination with its own history, but Earth's Victorian era saw archeology – the study of eras for which no written records exist – develop from a hobby into a serious academic discipline. Over the following centuries, the study of extinct Earth cultures and societies has helped the human race to understand its place in evolution and the factors that shaped modern society. It is therefore hardly surprising that 23rd- and 24th-century archeologists face the prospect of excavations on other worlds with relish.

Ancient remnants

The Galaxy contains the remnants of many extinct races and abandoned civilizations, and much can be learned from studying their social structures, art, and history. The **Menthars** and the **Promellians**, the **Minosians**, and the **Koinonians** are just four examples of races wiped from the face of their worlds through their own actions, but the lessons offered by the downfall of a civilization mean the loss may not have been in vain. Many races have died out due to natural disasters, such as the **T'kon Empire** and the **Sarpeidons**, both destroyed when their suns exploded. Yet others, such as the legendary **Iconians**, have left behind them more

Mentor
Professor Richard Galen taught Jean-Luc Picard archeology at Starfleet Academy. He also helped prove the theory that all of the Galaxy's humanoid races share a common ancestry.

Stealing artifacts
Arctus Baran is the captain of a ship of mercenaries. His crew members specialize in stealing ancient artifacts.



History
The Federation Archaeology Council Symposium is held aboard the U.S.S. ENTERPRISE in 2367. The ship's captain, Jean-Luc Picard, addresses the attendees.

ISOLATED EXISTENCE

Lonely life

The life of an archeologist is not always as safe and uneventful as one might expect. Whatever caused the civilization under study to become extinct may still be lurking on the planet's surface, such as the deadly Koinonian weapons that prove fatal to an archeological survey team from the *U.S.S. Enterprise NCC-1701-D* in 2366. A century before, archeologists Nancy and Robert Crater are living on a remote outpost when Nancy is killed by a salt-sucking creature that adopts her form.

Booby trap
Marla Aster is the archeology officer on the U.S.S. ENTERPRISE NCC-1701-D until she is killed by a bomb left over from an ancient Koinonian war.

Risky digs
Archeology can be a dangerous profession. Dr. Nancy Crater is killed by a creature which then takes her form and lives with her husband in their remote research station.

Exploiting
Sovak is a Ferengi entrepreneur and treasure hunter. He pays Vash to steal her employer's notes.

Explorers
Captain Picard meets Vash on Risa in 2366; she entices him into helping her find the Tox Uthat. They meet again the following year, during a symposium.

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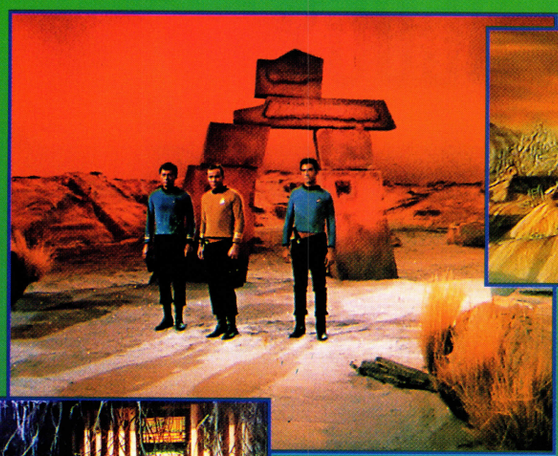
GALACTIC ARCHEOLOGY



Lost cities
Crew members on landing parties from the U.S.S. ENTERPRISE NCC-1701 often come across the remains of lost civilizations.

Dead worlds
The planet Iconia was home to an advanced civilization that was wiped out centuries ago.

Apocalypse
Minos was once the home of arms traders who were later destroyed by their own weapons.

myths than hard evidence, but this kind of challenge will rarely put off the more determined archeologist.

In the 24th century, archeology is considered such an important discipline that several official bodies exist to regulate and promote excavations and studies, and monitor the possession of the artifacts uncovered. **Federation** scholars have conducted extensive archeological surveys, such as the one on **Planet M-113**, where archeologists **Nancy** and **Robert Crater** studied the megalithic structures left on the planet surface for five years before their tragic deaths in 2266. The archeological remains on **Camus II**, studied by **Dr. Janice Lester** in the 2260's, are still being catalogued 100 years later.

Professor Galen

The main professional body for 24th-century archeologists is the **Federation Archaeology Council**, which numbers among its members such august individuals as **Professor Richard Galen**, who has made extensive studies of many civilizations, as well as linking all the humanoid races of the Galaxy to a single ancestor. For many years, Galen lectures at **Starfleet Academy**. Archeology is so important to Starfleet that many vessels have a specially trained ship's archeologist among their crew. Aboard the ***U.S.S. Enterprise NCC-1701-D***, this job is held by **Lt. Marla Aster** until her death in 2366 during an excavation of caves once belonging to the Koinonian civilization. Archeology is classed as part of the science duty division, so crew members specializing in this area wear blue uniforms.

The *Enterprise* conducts archeological surveys on many planets, and the ship hosts the Federation Archaeology Council symposium in 2367, at which **Captain Jean-Luc Picard** gives the opening address. He talks about the ruins of **Tagus III**.

Federation archeologists excavate in the pursuit of knowledge and share their findings with as many people as possible, but not everyone is as scrupulous or altruistic. Ancient artifacts are much sought after by collectors, and some pay mercenaries to find or steal artifacts to order. Willing sellers can make a fortune in illegal trade. The **Ferengi Sovak** and the pirate **Arctus Baran** are but two examples, and even Federation archeologist **Vash** has twice had her membership of the Archaeology Council suspended by **Professor Wu** of the **Daystrom Institute** for selling artifacts.

Lessons learned

The lessons learned from archeology can help to bring the extant races of the Galaxy closer together, and also provide present day explorers with valuable advice. Millennia after the original humanoids seeded the Galaxy, many races share a more recent past, and lost languages such as that of the ancient Iconians can be reconstructed by studying the similarities they share with others. **Lt. Commander Data** is able to translate writing found on an Iconian control panel through his knowledge of **Iccobar**, **Dewan**, and **Dinasian** – three languages derived from Iconian.

The archeological relics uncovered so far come from a variety of races that reached different levels of development. Some, such as the **Kalandans**, achieved advanced technology and interstellar flight; others never left the world on which they evolved, and leave behind nothing more than stone pots to show they ever existed. The incredible technology of races such as the **Old Ones** of **Exo III** remains functional long after the people who built it have died.

Whatever a race's origins and whatever caused the fall of its civilization, 24th-century archeologists work hard to make sure that no race will ever be forgotten.

GALAXY FACTS

- **An ancient probe allows Captain Jean-Luc Picard to experience the memories of the people of Kataan, a planet that was destroyed when its star went nova centuries ago.**
- **Janice Lester uses an ancient artifact she finds on Camus II to switch her mind with Captain Kirk's.**

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1A EXTINCT CIVILIZATIONS Pt 1
1B EXTINCT CIVILIZATIONS Pt 2
2 THE ORIGINS OF HUMANOID LIFE
3 THE TOX UTHAT

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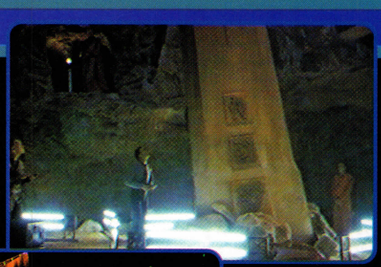
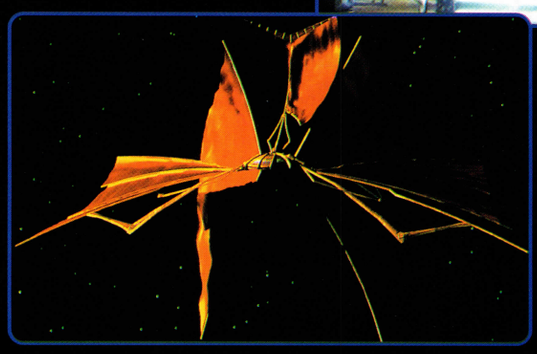
RECONSTRUCTING THE PAST

Bajor's history

Evidence turned up by archeology can help to remind a race of its past glory, and this has been especially important to the Bajorans as they recover from Cardassian rule. The remains of Bajoran ships discovered on Cardassia in 2371 prove that the ancient Bajorans were capable of interstellar travel – a fact proved by Benjamin Sisko when he builds a ship using ancient materials and technology.



B'hala
The ruins of the legendary ancient city of B'hala are rediscovered after 20000 years by Benjamin Sisko. He locates the underground cavern in 2373.



Rebuilding
Ben Sisko builds an ancient BAJORAN SOLAR SAILING SHIP and proves its capabilities by flying it to Cardassia.

SPECIES 8472: STARFLEET INFILTRATION PLAN

OTHER GROUPS AND RACES

When Captain Janeway and the crew of the *U.S.S. Voyager NCC-74656* first encounter Species 8472, they barely escape destruction. Eighteen months later, they discover what appears to be the species' staging ground for an all-out invasion of Earth.

In 2373, deep in the **Delta Quadrant**, a disastrous **first contact** takes place between a **Federation** vessel and **Species 8472**, whose home is the parallel realm known as **fluidic space**. At this time, circumstances dictate an alliance between the crew of the ***U.S.S. Voyager NCC-74656*** and the **Borg collective** to repel these apparent invaders from another dimension, but it later becomes clear that the Borg, not Species 8472, began the hostilities. The Borg penetrated fluidic space and unsuccessfully attempted to assimilate the new species, which merely fought back and took the war to them.

Misunderstood

As a result of this crushing defeat at the hands of the short-lived alliance, Species 8472 sees human beings as primitive warmongers who will attack any race that is not part of the Federation – the antithesis of the **Prime Directive** and its creed of peace and tolerance. The tripodal species was the sole inhabitant of fluidic space, and these attacks and misunderstandings form its first experiences of other races. Thus it regards humanity with fear and loathing, a "disease" with impurities that rail against its aspirations to genetic perfection. The creatures assume they must prepare for the worst.

To this end, Species 8472 constructs a dozen heavily fortified and well defended terraspheres throughout the Delta Quadrant. These conical space stations bear a vague resemblance to a typical Federation starbase. Each is a perfect replica of the peaceful hub of the Federation, a training ground akin – as *Voyager*'s **Lt. Tom Paris** describes it – to the mock American towns built by the Soviets of the 20th century to prepare their agents to infiltrate the United States. On ***Terrasphere 8*** – **Starfleet Command Recreation** – every detail is correct, from the simulated weather of west coast North America to the replicated literature that sits on the shelves of officers' quarters. The habitat even approximates Federation **subspace** transmissions, and it is these that first attract the attention of the *Voyager* crew, under the command of **Captain Kathryn Janeway**.

When they first locate *Terrasphere 8*, **Chakotay** and **Tuvok** are dispatched to infiltrate, and find what appears to be a full-scale Species 8472 invasion plan.

It is not known if all of the characters present are based on real people, but individual **Starfleet** officers such as **Admiral Bullock**, **Commander Valerie**

The scene inside the Species 8472 biosphere is a faithful reproduction of Starfleet Academy in San Francisco. The creatures learn to act and even think like Starfleet officers of many races.

The habitats inside TERRASPHERE 8 are created using a complex combination of holographic projection and particle synthesis.

WOLF IN SHEEP'S CLOTHING

Species 8472 transformed

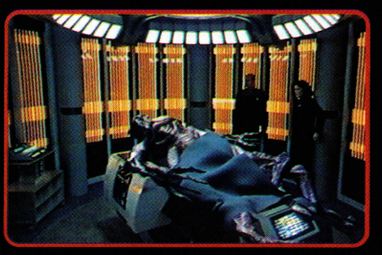
The physical transformation that allows Species 8472 to take on human form is a hitherto unseen skill. It does not appear to be a natural talent, as the race requires isomorphic injections to maintain their new form. The transformation is genetic, going all the way down to the cellular level: the recipients look, sound, and even smell human, and a Vulcan nerve pinch can render one of the changed Species 8472 unconscious, just as it could a real humanoid. Transformed creatures admit to difficulty with minor functions such as breathing oxygen, bipedal locomotion, and sleeping.

Only microcellular scans can detect the difference between the altered Species 8472 and real human beings, though a cytokinetic injection can trigger a speedy genetic reversion. Maintaining the form for long periods is not easy, and there is always the danger of natural reversion. This is a distressing process where the individual begins to choke, their features distorting as their true form begins to manifest itself. This is apparently quite common, but if it happens to an individual more than three times in a single week, they are pulled out of training.

Chakotay and Tuvok disable 'Ensign Gentry', and take him back with them to the U.S.S. VOYAGER. The alien is questioned in sickbay, but seems to think it is a test to see if he will stick to his Starfleet cover story.

Once Gentry realizes he is on a real Starfleet ship, he commits suicide. A cytokinetic injection, administered by the doctor, triggers a reversion to his true form: Species 8472.

The human form of Ensign Gentry melts away to reveal a larger alien. The shapeshifting abilities have not been observed before, and appear to be an artificial ability. The alterations are thorough, and go right down to the cellular level.



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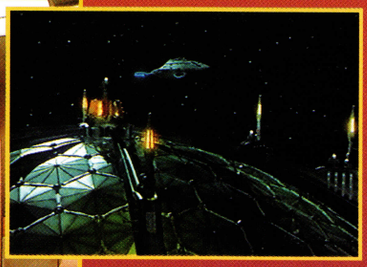
SPECIES 8472: STARFLEET INFILTRATION PLAN

OTHER GROUPS AND RACES

The biosphere interiors include a reproduction of a popular Starfleet Academy officer hangout – the Quantum Café, a stylish and relaxed communal meeting place with a breezy jazz atmosphere.



The U.S.S. VOYAGER is first drawn to TERRASPHERE 8 by what appears to be a Starfleet subspace signal. The station is heavily fortified, and powered by 13 thermionic generators.

Hypospray-like devices are used to inject Species 8472 with the isomorphic compounds they need to maintain human form.

Archer, **Lt. Kinis**, and the legendary academy groundskeeper **Boothby** have been reproduced in exacting detail, with even their memory profiles intact. As part of the race's apparent plan to conquer the **Alpha Quadrant**, individual members of Species 8472 undergo an **isomorphic** transformation into these characters.

Those involved in the scenario are forbidden to step outside of their characters: their credo is "Think human, talk human, be human." They have managed to capture human behavioral nuances that were not in evidence during the *Voyager*'s previous encounters with Species 8472: 'Archer' is adept at light flirtatious banter, while 'Boothby' jokingly tells a photographer not to cut off his head when framing a snapshot.

The process of stepping into human skin – an act that brings with it an appreciation of positive aspects of human culture such as literature, art, and music – has the effect of allowing the individual Species 8472 involved to understand a little of the ways of human beings. Even in the face of the race's overwhelming fear and suspicion, the first links have been forged.

The race has also apparently experienced something of a change of attitude to go with their isomorphic change of form. Where once they promised to purge the Galaxy of life, the fluidic space indigenes now appear to be more guarded, less warlike, and more likely to warn off potential threats than attack. This is most likely a result of their initial defeat by the *Voyager* crew.

Conflict nevertheless seems inevitable once more. Species 8472 believes that *Voyager* is merely the vanguard for an offensive force; they have no idea that the ship is alone in the Delta Quadrant, and simply ended up on the wrong side of a war. For her part, Captain Janeway can only see the simulated habitat of *Terrasphere 8* as a tool for invasion. Luckily, the mutual desire for peace serves to bring the captain and her pragmatic counterpart in charge of the terrasphere – the alien in the form of Boothby – to the negotiation table.

Both sides recognize that they are being driven by defiance and fear. The first reaction has always been to attack, but it takes Janeway to make the first move toward change: she disarms the **nanoprobe** weapons as a show of faith and assures 'Boothby' that her crew is alone. In return, the alien convinces her that the motive behind the entire terrasphere training project is reconnaissance only. Species 8472 plans to place operatives in the highest levels of Starfleet and Federation installations to monitor their enemy's supposed attack plans.

Peace keepers

In a triumph for peace, the representatives of the Federation and Species 8472 come away with a chance to repair the damage that has been done. 'Boothby' knows his superiors will be suspicious of the tentative peace, but the vital first step has been taken toward a new understanding. These Species 8472 creatures plan to return to fluidic space, and they and Captain Janeway will both endeavor to keep the diplomatic process alive.

GALAXY FACTS

- **Species 8472 can commit suicide by releasing a fast-acting cellular toxin into their bloodstream.**
- **The Federation's Directive 010 is a commitment to peaceful first contact and non-military resolution of conflict.**

HUMAN UNDERSTANDING

Moves toward peace

There are many warlike and aggressive races in the Galaxy, but Species 8472 are not naturally violent and its members take no pleasure in killing others. It is simply unfortunate that their first experiences of the beings that inhabit the worlds on the other side of fluidic space were so negative: the Borg invaded their realm and attempted to assimilate them; the *U.S.S. Voyager* crew allied themselves with the Borg and created nanoprobe weapons that caused them severe damage; and the Hirogen hunted an injured and terrified individual to its death. It is hardly surprising, therefore, that the race becomes paranoid about the inhabitants of the universe the Borg has opened up to it, and takes such drastic measures to protect its members from further harm.

Luckily, Janeway's dedication to Federation principles of peace enable her to convince these frightened aliens that she and the organization she represents mean them no harm.

The Species 8472 creature who has taken the form of Valerie Archer has come to appreciate the "beautiful things" humans create, such as art and literature.

The Boothby alien is prepared to listen to Janeway's claim about the true, peaceful nature of the Federation.

KLINGON BORDER EXPANSIONS

THE KLINGON EMPIRE

The Klingons are renowned for their love of combat and violent conflict, but in the 23rd century they tend to use slightly more subtle tactics in order to expand the borders of their burgeoning empire.

Throughout much of the 23rd century, the **Klingon Empire**'s exploration of space is fueled by the race's efforts to subjugate other planets, usually with the intention of exploiting their natural resources without offering an honest trade. This is often achieved by attacking technologically primitive planets and forcing them to bend under the will of their new Klingon rulers.

Before the 2260's, the Klingons expand their empire by brutal methods, often ensuring control of a planet by first occupying it and taking the local leaders hostage. They impose censorship and forbid assemblies of three or more people, punishing any violations with death. If there is any resistance, the Klingons kill their hostages and other members of the local populace until the inhabitants can no longer resist. Torture, achieved with such devices as the **mind-sifter**, is commonly used to force captives to give up information. Ultimately, the people are herded into slave labor camps, where they spend the rest of their lives toiling for the Klingons.

Unsurprisingly, the **United Federation of Planets** opposes such tactics; its determination to protect apparently innocent, defenceless races such as the **Organians** from Klingon oppression brings the Galaxy to the brink of war.

Changing approach

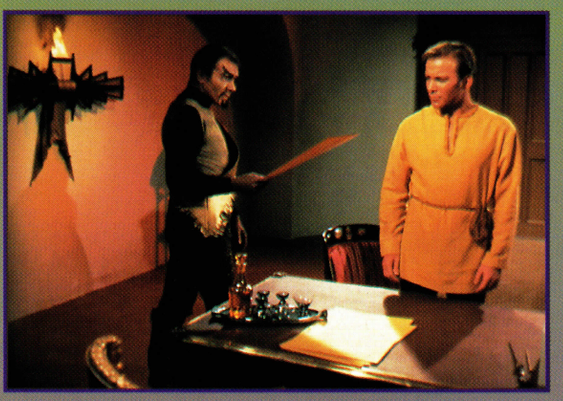
The **Organian Peace Treaty**, imposed on the two races in 2266, forces the Klingons to reevaluate their methods. Under the terms of the treaty, if ownership of a planet is disputed, it will be ceded to the power best able to develop it. If a world is inhabited, the Klingons must negotiate with the indigenous population; if peaceful people such as the **Halkans** choose not to trade with the empire, they must be left alone.

No longer able to use force, the wily Klingons begin to rely on subterfuge as the only way to add new planets to the empire. The methods they begin to employ are often more subtle than the race's fondness for violence might suggest; their victims are not always entirely aware of quite how much they are being exploited.

A good example is seen in Klingon efforts to win the disputed **Sherman's Planet**, a strategically important world near the border between the two powers' territories. A Klingon agent, **Arne Darvin**, is surgically altered to look human and spends enough time

In 2267, the Klingons invade the planet Organia and install a military governor. The existing local government is left in place, but has no real power.

The Federation will not stand by and watch the Klingons exploit innocent worlds. This nearly leads to war until the powerful Organians intervene.



The Organians impose a peace treaty on the two Galactic powers that grants ownership of a planet to the side that can best develop it.

The Klingons supply guns to one of the factions in the civil war on Tyree's planet in an attempt to alter the balance of power and create a puppet ruler under their control.

In 2267, the Klingons attempt to sabotage the Federation's claim to the disputed Sherman's Planet by poisoning a shipment of the grain quadrotriticale.

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KLINGON BORDER EXPANSIONS

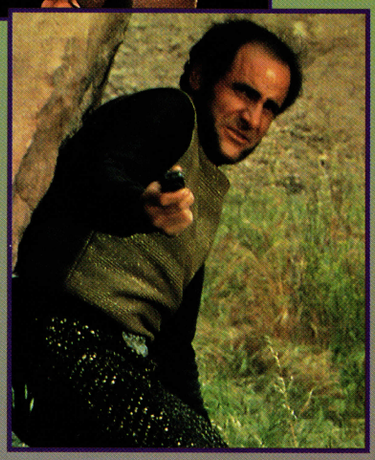
THE KLINGON EMPIRE

Kras's stated purpose on Capella IV is to encourage the locals to trade with the Klingon Empire rather than the Federation. He nurtures an alliance with rebels rather than the legitimate leader.

undercover within the Federation to infiltrate the **Department of Cultural Affairs**. He rises to the post of assistant to the undersecretary.

At ***Deep Space Station K-7***, Darvin poisons a **quadrotriticale** shipment. The Federation intend to use the grain to develop Sherman's Planet; when they are unable to do so, the Klingons will jump in and show that they can do a better job. Luckily, Darvin's plans are foiled by a fortuitous infestation of **tribbles** aboard the station.

Klingon efforts to win over inhabited planets can be demonstrated by their ultimately unsuccessful two-pronged attack on **Capella IV** in 2267. **Kras** is sent down to the planet on the pretext of encouraging the Capellans to trade with the Klingons rather than the Federation. Instead of concentrating on bargaining with ruler **Teer Akaar**, however, Kras enters into a contract with **Maab**, a powerful Capellan who is opposed to Akaar. Kras urges Maab to revolt and become Teer himself; this will enable the Klingons to claim that Maab would not have ruled without their help, obligating the rebel to trade only with them. At the same time, a Klingon ship lures the ***U.S.S. Enterprise NCC-1701*** away from the planet with phony distress calls, preventing the Federation from setting up its own diplomatic relations.



The devious Kras tries to encourage revolt to help the empire secure Capella IV. The Capellans learn the truth, however, and kill him.

On **Tyree's planet**, the Klingons try their hand at another tactic. They supply advanced weapons to one of the planet's warring factions, the **villagers**, and encourage them to subjugate the **hill people**. The villagers' leader is told that he will soon rule the planet as the governor of a Klingon world; the Klingons will have a puppet governor while being able to claim that the inhabitants freely chose to enter the empire.

Spies in alliance

The Klingons also search out agents among other races to further their own ends. The **Elasian Kryton** is persuaded to plant a bomb aboard the *Enterprise* as it carries the Elasian **Dohlman** to **Troyius**, where her marriage to the leader of that planet will bring peace to the two peoples and aid their friendship with the Federation. The objective is not the destruction of a Federation vessel, but to kill the Dohlman, thus creating a serious diplomatic incident and destroying all hope of the two planets joining the Federation. This would make it easy for the Klingons to exploit **Elas**'s natural abundance of **dilithium crystals**.

Throughout this period, the Klingons are manipulative and enjoy enraging others, or goading their enemies into striking first, allowing them to maintain an air of innocence. The Organian Peace Treaty prevents the empire from seeking war or direct confrontation, but they soon learn the pleasure of pitting their wits against the Federation. It gives the empire what any Klingon really wants: a challenge.

In 2268, the Klingons wish to dominate the Elas system. An Elasian agent plants a bomb on the U.S.S. ENTERPRISE, but the crew are not so easily deterred.

GALAXY FACTS

Krios is occupied by the Klingons for decades, but the planet wins its freedom in 2367. The Klingon belief that the Federation is supporting the rebels is incorrect.

Earth's ancient Roman Empire used similar tactics to the Klingons. They also kept existing leaders in place as puppet rulers under the thumb of the empire's power.

REWRITING HISTORY

Tribble trouble

Infiltration and subterfuge is more associated with the Romulans or the Dominion than the Klingons, but these forthright warriors can be just as devious when they choose to be – or, more accurately, when the Organian Peace Treaty prevents them from riding roughshod over their intended victims. In the mid-2260's, the Klingon agent Arne Darvin is surgically altered to resemble a human, and rises to a position of importance within the Federation. His mission is to prevent the Federation from proving it can develop the disputed Sherman's Planet more efficiently than can the Klingon Empire.

One hundred years after Arne Darvin's original deception fails, he travels back in time and tries to change history. This time, his plans are entirely selfish; he wants revenge against Captain Kirk, but cares little about what happens to Sherman's Planet.

Darvin's mission is to prevent the UFP claiming ownership of Sherman's Planet, so that the Klingon Empire can do so instead.

STATION:
DEEP SPACE NINE

SYSTEM:
FUSION POWER GENERATOR

LOCATION:
LOWER CORE

The constant and steady supply of power to all systems is of paramount importance to a facility as strategically sensitive as ***Deep Space Nine***. A former **Cardassian** orbital ore processing plant, the station is equipped with a high energy fusion power plant that supplies all the energy needs of its residents and systems.

Throughout the **Alpha Quadrant**, nuclear fusion reactors are commonly used in the impulse drives of **Federation** starships, as well as in Cardassian technology. **Deuterium** – an isotope of the element hydrogen, which has a low atomic weight – is fused into heavier helium nuclei, with a corresponding release of light energy. This process of liberating energy through the fusion of atomic nuclei occurs naturally within the burning cores of stars. The energy released inside the fusion reactor is harnessed by the plant's systems and used to power *Deep Space Nine*.

Mammoth power

The disk-shaped reactor assembly is mounted at the bottom level of the **Lower Core**, the spindle-shaped structure at the center of *Deep Space Nine's* framework. Fabricated from extremely tough gamma-welded **rodinium pentacarbide alloy**, the generator houses six separate fusion chambers.

When operating in concert, these can provide a mammoth 790 terawatts of power; two of the chambers are not certified to tolerances within **Starfleet Corps of Engineers** standards, however, so the station operates at only two-thirds of maximum capacity. Even so, this reduced power output is more than enough to keep things running at near optimum rate. The generator core also houses tertiary systems required to run the fusion chamber reactions, such as coolant and pumping gear, fuel handling and processing, and laser detonators to initiate the fusion reaction.

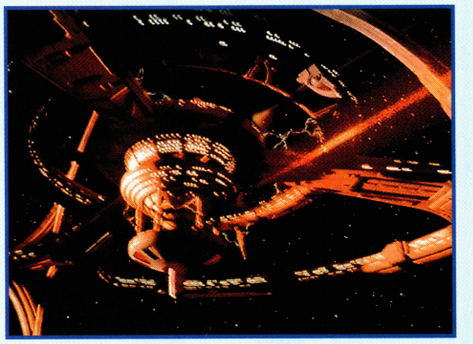
The deuterium source material is channeled from six large holding tanks in the Lower Core, just above the level of the reactor; while stored here, the isotope fuel is superchilled, but before use in the generator it is warmed into a form similar to snow-like slush. The deuterium slush is then pumped into the core through conduits that shape it into fuel pellets, and these pellets are in turn introduced into the core proper and bombarded by an array of lasers. The reaction fuses the deuterium isotopes into the element helium in a powerful yet contained plasma explosion.

Visible along the very lowest face of the power generator core are a series of heat dissipation sinks that vent excessive or waste heat out into space; the conical tower in the center is equipped with vents to purge the superheated plasma from the fusion chambers and deuterium fuel from the feeding system, should an emergency situation require it.

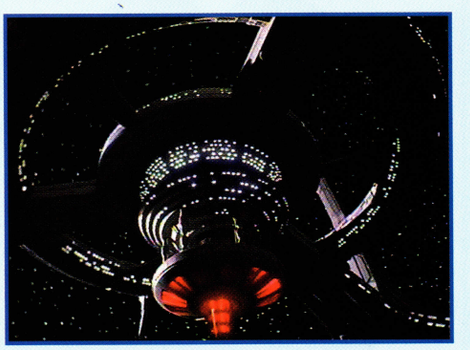
Energy flow

Once generated, the power from the fusion core is directed through the **electroplasma system conduits** (also known as **EPS conduits**). These carry the energy to all of *Deep Space Nine's* systems and subsystems. In addition to the main power generator, the Starfleet Corps of Engineers have also installed a number of auxiliary fusion generators to supplement the core's output, each tied into the EPS and fueling conduits about the station. The Cardassian EPS conduits use a series of extremely temperamental **plasma distribution manifolds** and recoilers; the former component employs a **beta-matrix compositor** that cannot be replicated and must be constructed from scratch or replaced if damaged.

Miles O'Brien, chief of operations aboard *Deep Space Nine*, is charged with overseeing the day-to-day maintenance of the fusion reactor and its subsystems. Assisted by one of his **Bajoran** staff members, **Anara**, Chief O'Brien keeps a watchful eye on the power plant's behavior; as a Cardassian-made device, many of its operational parameters do not match up to Starfleet standards. For example, Cardassian specifications accept an operating efficiency level of up to 20 percent below optimum – Starfleet's do not. O'Brien finds the reactor "bloody inefficient" and would gladly replace the entire system with a Federation version. Unfortunately, this is not an option.



DEEP SPACE NINE is equipped with a high fusion generator that supplies the entire station's energy requirements.

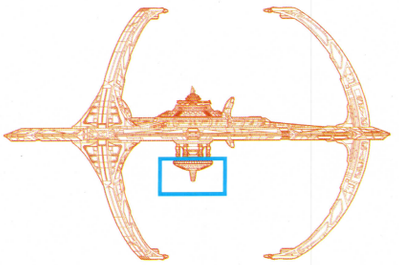


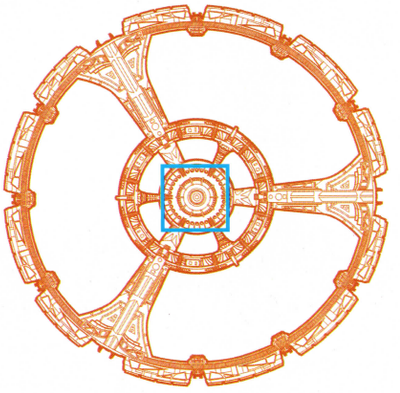
The disc-shaped reactor assembly is mounted on the very lowest level of the station's Lower Core.

The generator itself houses six separate fusion chambers, capable of delivering a total of 790 terawatts of power.

The "bloody inefficient" Cardassian reactor is prone to failure, depriving the station of such necessities as heat and light.

Location:
LOWER CORE





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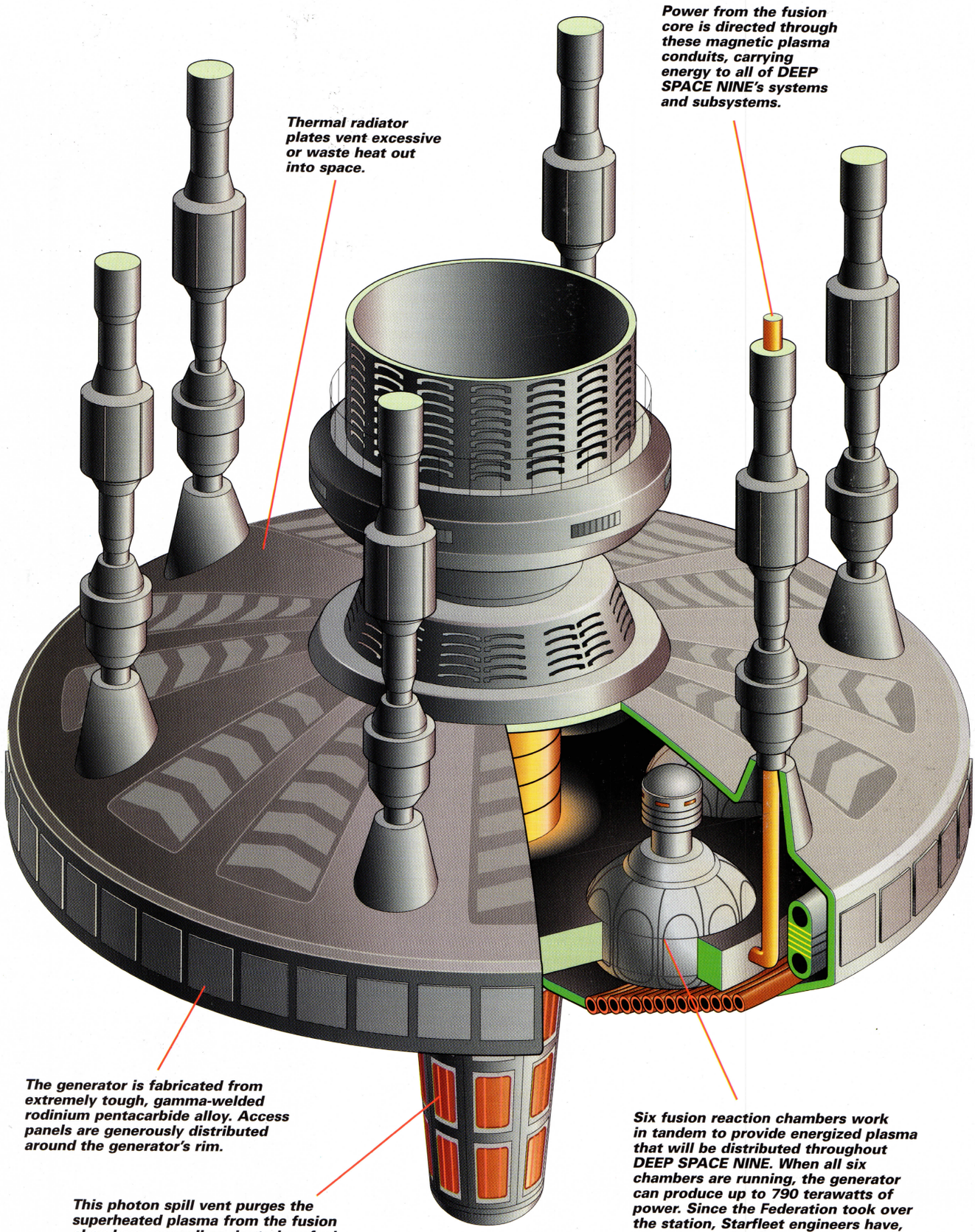
FUSION POWER GENERATOR



FILE 43 STARFLEET PERSONNEL

Tom Paris and the 20th Century

Tom Paris's consuming passion for the 20th century and its cars, pool joints, slang, and popular culture may border on the obsessive, but his knowledge of this period has often proved useful to the ***U.S.S. Voyager NCC-74656*** crew.

Tom Paris thinks of himself as an old-fashioned guy, and sometimes imagines he was born four centuries too late. His heart belongs to Earth's 20th century, and particularly the 1950's – a fabled period of teenage rebellion and fun. Much of his vernacular hails from this century, and **Captain Kathryn Janeway** – who shares her crewmate's cultural heritage, if not his consuming enthusiasm for it – often calls upon Tom to explain casual references such as Fort Knox to the rest of the crew. He is able to recount many cultural details from memory.

During the ***U.S.S. Voyager NCC-74656***'s enforced stay in the **Delta Quadrant**, Tom designs several **holodeck** programs to transport him back to this time of rock 'n' roll music and B-movies. One of his favorite simulations involves a 1957 Chevy model automobile parked on Mars, while a classic song from the period, 'I Only Have Eyes For You', plays on the car radio.

Old-fashioned romance

Tom considers this to be the perfect romantic backdrop, but his girlfriend, **B'Elanna Torres**, is less than impressed until she ends up in the front seat, where Tom demonstrates the key role that cars played in 20th-century dating rituals. He later loans this program, along with some pertinent advice on dating, to the holographic **Doctor**.

Vehicles are a big part of the attraction of the 20th century for Tom. Another holodeck favorite is called '**Grease Monkey**', and simulates a garage where Tom can often be found working on vintage vehicles, toolbox by his side. He spends so much time in this program that the **EMH** on one occasion interrupts his reverie, demanding to know why he has not shown up for his scheduled medical training. Tom attempts to explain the joys of working on a classic car – in this case a 1969 Chevy Camero – and suggests that the Doctor imagine they are in Northern California in the late 20th century, cruising up Highway 101, wind whipping through their hair, woofers pounding. In 2374, Tom even uses the basic science behind the old-style carburetor to fix an alien ship's propulsion system.

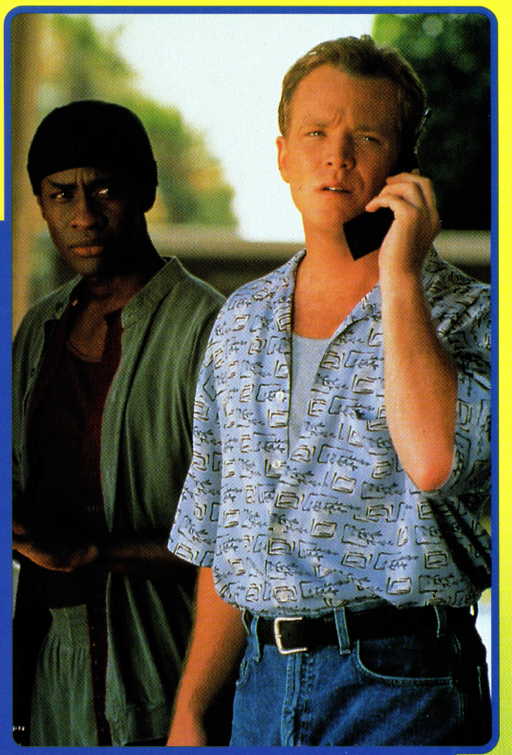
Joyrider

The good-humored ensign admits to being something of a throwback to the joyriding teenagers of centuries before. He once took his father's shuttle out for a quick spin, and although he returned in one piece, the vehicle did not; it is still at the bottom

PROFILE OF A HISTORY BUFF

REMARKS: Tom Paris's interest in many of the trappings of the mid-20th century has been considered excessive and obsessive at times, but his knowledge has proved useful on more than one occasion, including a trip back to that period.

EXPRESSING INTERESTS: Tom has explored his interest in 20th-century Earth through holoprograms based on a 1950's garage and a 1930's science fiction serial, and in the outside world by incorporating mid-20th century design elements into the control panels of the ***Delta Flyer***.



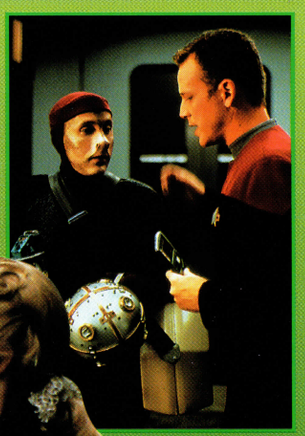
Tom Paris may live and work in the 24th century, but his heart belongs to the past of 20th-century America. Paris immerses himself in holodeck simulations of Earth's popular culture, while time travel gives him the chance to actually experience the past at first hand.

A MAN OUT OF TIME

★ **Old battles**
Thanks to his knowledge of even earlier Earth history, Paris easily adapts to Q's Civil War presentation.

★ **Ecologist**
Tom's knowledge of 20th-century pollution compels him to protect the Moneans' ocean.

★ **Soldier boy**
Tom Paris makes a convincing American G.I. in the Hirogens' World War II holodeck scenario.



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Tom Paris and the 20th Century

★ **Car chase**
Tom's vehicle driving skills prove invaluable during a chase to reach Henry Starling's TIMESHIP.

★ **Computer buffs**
Hobbyist Paris and historian Tuvok have little problem with 20th-century computers.

of Lake Tahoe. He later bases his philosophy for *Voyager*'s new, improved shuttle, the ***Delta Flyer***, on a "hotrod," a 20th-century souped-up automobile. This affinity for fast moving objects serves him well as helmsman aboard the *U.S.S. Voyager,* allowing him to pull off some tricky piloting and shuttle maneuvers.

Tom's fascination with the 20th century takes many different forms. During the parallel timeline events dubbed by the crew the "**Year of Hell**," his design for **transverse bulkheads** is inspired by a similar design on the ironically doomed *R.M.S. Titanic.* A duplicate Tom created by the mimetic **silver blood** life form later wants to take his new wife B'Elanna to a holodeck recreation of 1930's Chicago for their honeymoon.

Tom's hobby can be a distinct advantage. When *Voyager* is pulled through a temporal anomaly and finds itself orbiting 1996 Earth, Captain Janeway relies upon Tom's familiarity with the era to help them in their mission. His warning that surveillance satellites are in use during this period enables the ship to avoid detection, while he later attempts to turn a car stereo into a locator signal for *Voyager*'s benefit. His recipe for survival in this period is "nice clothes, fast car … and lots of money."

A groovy dude

During this particular temporal displacement, Tom gets a chance to drive a real 20th-century automobile, and his awareness of prevalent pop culture icons helps him to bond with one of the locals, a young astronomer called **Rain Robinson.** Nevertheless, he tends to get some of the details slightly wrong – his use of the word "groovy," for example, is a couple of decades too late. Despite **Tuvok**'s doubts about the accuracy of Tom's knowledge, the captain later remarks that had she known this information could be so useful, she would have lobbied for it to be included in the **Starfleet Academy** curriculum.

★ **Tour guide**
Tom's familiarity with the late-20th century proves useful when U.S.S. VOYAGER crew members are stranded in the Los Angeles of 1996.

> "This was a great time and place . . . and you're getting to see it first-hand." — Tom Paris to Tuvok

While in the 20th century, Tom also reveals his love of B-movie classics such as '**Orgy of the Walking Dead**' and its sequel, '**Bride of the Corpse**.' He later bases an entire holodeck program, '**Captain Proton**', on the escapist sci-fi movie serials that thrilled young audiences in the 1930's and 40's. With their dashing heroes, screaming damsels in distress, and sinister villains such as **Dr. Chaotica**, these melodramatic 'westerns in space' were popular entertainment, with a new installment played in movie theatres every Saturday afternoon.

Rebellious past

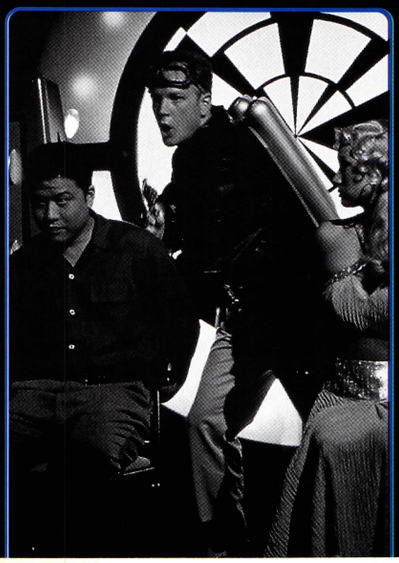
It is unclear if Tom's fascination with the 20th century is what has nurtured the rebel in his soul, or whether he has modeled his behavior on 'bad boys' from the past. Whatever the reason, his knowledge of Earth history has come in handy more than once, and Tom Paris remains a 20th-century man for the 24th century.

SERIAL THRILLER

Captain Proton saves the day

One of Tom's favorite holodeck programs is based on sci-fi movie serials of the 1930's and 1940's. Unfortunately, a kind of subspace warp breach establishes contact between the holodeck world and photonic beings from another dimension – and Captain Proton's archenemy Dr. Chaotica is soon at war with these aliens. Energy overspills from this war are soon damaging the *U.S.S. Voyager*, and the crew have to help defeat Dr. Chaotica. This is eventually achieved, with the grudging cooperation of Captain Janeway, who is pressed into taking on the role of Arachnia, Queen of the Spider People – the object of the evil Chaotica's affections.

▲ **To be continued...**
The Captain Proton holodeck program perhaps represents the apex of Paris's 20th-century infatuation. This faithful homage to the American serial thrillers of the 1930's and 1940's takes up a great deal of Tom's leisure time.



▶ **Two heroes**
Paris naturally reserves the part of Captain Proton for himself, while Harry Kim takes on the role of faithful sidekick Buster Kincaid.

FILE 43 STARFLEET PERSONNEL

Deanna Troi & William T. Riker

The rigorous life of a **Starfleet** officer is not always conducive to forming longterm, intimate relationships, as **Counselor Deanna Troi** and **Commander William T. Riker** discover.

Deanna Troi is assigned to the ***U.S.S. Enterprise NCC-1701-D*** in 2364 as ship's counselor. The appointment puts her in the potentially difficult position of having to work alongside the vessel's executive officer, **William T. Riker**, the man with whom she once enjoyed the most important romantic relationship of her life, and whom she still considers to be her **Imzadi** – the Betazoid word for beloved. It is a credit to the professionalism of both officers that they are able to put aside their feelings and carry out their **Starfleet** duties in a highly effective manner.

Student romance

Troi and Riker's romantic relationship began several years earlier, before either of them had established a career in Starfleet. Troi first met Riker in 2359, when the dashing young junior lieutenant was posted to the peaceful planet of **Betazed**. Deanna, at the time a serious, beautiful psychology student at the **University of Betazed**, captivated Will and readily reciprocated his interest. The two often spent time together near a 100-year-old **muktok plant** whose musical chimes will, in the future, bring back memories of the good times they shared.

Beloved

The half-**Betazoid** Deanna taught Riker the word "Imzadi," and even used her empathic abilities to show him how to sense her thoughts, so they could share their mutual affection on a deeper level. However, in 2361 Riker placed his career above romance when he accepted promotion and a posting to the ***U.S.S. Potemkin***. The young lovers spent their last day together on Betazed at **Jenaran Falls**, and agreed to reunite on the pleasure planet **Risa** six weeks later. Fate, however, had different plans for them. While serving on the *Potemkin*, Riker quickly earned a second promotion, leaving him little time to pursue his relationship with Deanna.

Troi was disappointed they could not make the rendezvous on Risa. Over time, she heard less and less from Riker, and although she knew his career was taking him away from her, she had trouble accepting their relationship was over. The two of them kept in touch, but did not meet again until they were both posted to the *Enterprise* in 2364.

By this time, Troi feels she has resolved her feelings for Riker and can

PROFILE ON A ROMANCE

2359: Deanna Troi and William T. Riker met for the first time on Betazed. Their passionate relationship came to an end when Riker put his career first and accepted a posting to the ***U.S.S. Potemkin NCC-1657***.

2364: Troi and Riker are reunited on the ***U.S.S. Enterprise NCC-1701-D***. The couple do not rekindle their romance, but remain close friends.

2370: Deanna begins a shipboard romance with Lt. Worf.

2375: During a mission to the Ba'ku homeworld, Will and Deanna again enjoy a romantic liaison.

Ship's Counselor Deanna Troi and First Officer William Riker have never allowed their close friendship to interfere with their duties aboard the U.S.S. ENTERPRISE. For many years the couple are "just good friends," but in 2375 they tentatively rekindle their romance.

JUST GOOD FRIENDS?

★ **Care and concern**

During the Farpoint Station mission, Riker gently comforts Troi when she is overcome by powerful feelings of pain, proving that he still cares deeply for her.

★ **Back to Betazed**

In 2366, Deanna and Will return to Betazed and revisit some of their old romantic haunts.

★ **Beloved**

Before her arranged marriage to Wyatt Miller, Deanna assures Will that he will always be her "Imzadi."

★ **Together again**

The atmospheric conditions on the Ba'ku homeworld may be behind Will and Deanna's rekindled romantic relationship.

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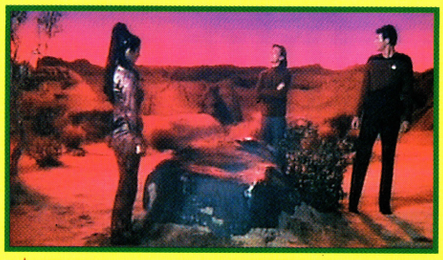
Deanna Troi & William T. Riker

"I knew his career was taking [Riker] away from me, but I didn't want to believe it was over. I spent a lot of time thinking about him, wondering where he was, what he was doing." — Deanna Troi



★ Jealousy

Will Riker becomes quite jealous when he learns that Deanna was betrothed to Wyatt Miller when she was seven years old.

★ Happy couple

For certain U.S.S. ENTERPRISE functions, such as the O'Briens' wedding, Deanna and Will happily pair up as a couple.

★ Romantic rival

Riker is relieved when Wyatt Miller decides that Deanna is not the woman of his dreams, and calls off the wedding.

work with him as a professional colleague, but it is not easy. During their first assignment, investigating **Farpoint Station**, Riker is greatly concerned that Deanna's empathic ability is causing her pain. Similarly, when Riker is willing to risk his life by entering an area under heavy **phaser** fire, Troi is concerned about his safety. Deanna decides that they should not try to resurrect their romantic relationship.

Gentle teasing

Deanna is not above teasing Riker over his subsequent liaisons. For example, when the crew's memories are erased in 2368, and Riker has an intimate encounter with **Ensign Ro Laren**, Troi graciously says that it is possible Riker and Laren were acting out what they always wanted to do. In fact, Deanna seems more amused than piqued at their behavior.

During this period of memory loss it does become clear just how much Riker means to Troi. Despite her amnesia, she senses she is closer to Will than anyone else. In Riker's quarters they discover a copy of 'Ode to Psyche' by Keats that bears the inscription: "To Will, all my love, Deanna."

Such affection is not confined to Troi's side. In 2366, when Will and Deanna take shore leave on Betazed, he looks forward to it just as much as she does. Another indication of the commander's affection for Troi can be seen in how he deals with her mother, **Lwaxana**. Riker not only tolerates Mrs. Troi's meddling, but even humors her.

Both Starfleet officers have regrets that career choices ended their romantic relationship. This is especially apparent in 2369, when it is discovered that two William T. Rikers exist, one who has served with Troi on the *Enterprise*, and the other who has lived alone on **Nervala IV** for eight years following his remarkable creation in a **transporter** accident. **Thomas Riker**, as the transporter clone decides to call himself, never had the opportunity to meet Troi on Risa, and thus never chose to end the relationship. When he sees her on the *Enterprise*, his passionate kiss makes his feelings obvious. This Riker says the only way he survived was thinking of Troi and hoping she would wait for him. In fact, Thomas Riker ends up making a similar choice to Will, accepting a position on the ***U.S.S. Gandhi***. This time it is Troi who places her career over romance, declining Thomas's offer to join him.

Dating Worf

Deanna will always have fond memories of her time with Riker, but this does not prevent her from seeking out other relationships. One of these takes Riker utterly by surprise: he is a little unsettled when Troi becomes involved with **Lt. Worf** in 2370. Worf even wonders if he should ask Riker for permission to date Deanna, but she insists such steps are unnecessary.

In an alternate future, **Captain Jean-Luc Picard** finds that this relationship may prove even more important than her one with Riker. In this reality, Worf and Riker are no longer speaking because of Deanna. Apparently, at some point prior to this possible future, Riker made clear his disapproval of their relationship, and after Deanna's premature death, the Klingon makes it clear that he blames Riker for his lost chance with her and has refused to speak to him for 20 years.

By contrast, in the present timeline, Troi and Worf's brief relationship seems to fade away naturally when a new posting to station ***Deep Space Nine*** takes Worf far away from the *Enterprise*.

More recently, Will and Deanna have rekindled their relationship during a mission to the **Ba'ku** homeworld. How much of this is due to their own choice, and how much to the planet's 'fountain of youth' properties is still unclear, but regardless of what the future holds for their relationship, Riker and Troi will always be close friends bound together by a shared romantic past.

SECOND CHANCES

Never say never again

Starfleet duties separate William T. Riker and Deanna Troi in 2361, but their highly successful careers ironically help to bring them back together again three years later. Joining the Federation's flagship vessel, the *U.S.S. Enterprise NCC-1701-D*, in 2364, the former lovers are given frequent chances to rekindle their romance, but they choose to remain apart. Deanna and Will both embark on other relationships; Troi's shipboard romance with Worf appears to permanently rule out any hope of reconciliation, but the Klingon's departure for *Deep Space Nine*, and then the rejuvenating atmosphere of the Ba'ku homeworld, slowly draws the two "good friends" back together once more.

★ The other Riker

Thomas Riker, Will's transporter duplicate, feels equally passionate about Deanna Troi.

★ Reunion

In 2364, Deanna and Will meet for the first time in five years.

★ Rejuvenated

Older and wiser, Will and Deanna may well become a couple again.

FILE 51 FERENGI PERSONNEL

Quark's Friends

Quark, like any true **Ferengi**, is always chasing profit. This sometimes comes at the expense of friendship, but a long list of beings nevertheless consider themselves fond of him.

In 2372, **Quark** believes he is dying of **Dorek syndrome**, and offers to sell his remains on the **Ferengi Futures Exchange** to pay off his debts. Only two people respond – his brother and an old enemy – causing Quark to think he has no friends, but nothing could be further from the truth. When he discovers he is healthy after all, and loses his business license as a result of reneging on the sale of his remains, many of ***Deep Space Nine***'s residents help their favorite barkeep make a fresh start, including **Dr. Julian Bashir**, **Jadzia Dax**, **Captain Benjamin Sisko**, **Chief of Security Odo**, and the **Lurian** barfly **Morn**.

Custom most welcome

To a bar owner, a regular customer is not only a source of income but a potential friend. Morn is both to Quark. He is a regular patron at the bar, always sitting on the same bar stool, and is quite a chatterbox. He gives the bar a homey feeling. Indeed, when Morn leaves on a business trip for two weeks, Quark replaces him with a hologram; when Morn is absent, Quark's sales have been known to drop by five percent. The Ferengi thinks of Morn as a bar mascot.

The two friends have shared many projects, such as staging illegal **Cardassian vole** fights, and Quark even entrusts the bar and codes to operate the **holosuites** to Morn's care when he visits Earth in 2372. He cautions Morn not to extend lines of credit, not to touch the **dabo girls**, and to watch out for Odo. It is a sign of great trust in the big Lurian.

Morn reciprocates by leaving everything to Quark in his will. Upon Morn's apparent death in a 2374 ion storm, Quark is quick to profit from his friend's demise by encouraging his patrons to never leave Morn's bar stool empty, but also appears genuinely sad. When Morn's death is revealed to be a trap for his enemies and the Lurian returns, Quark is mollified by the equivalent of 100

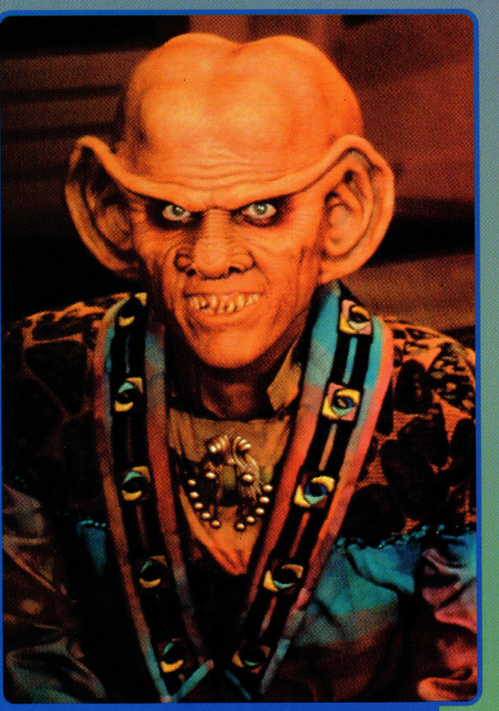
QUARK'S FRIENDS

CLOSEST FRIENDS: Morn, Grand Nagus Zek, Jadzia Dax, Ezri Dax. Quark has also remained on good terms with Grilka, his Klingon ex-wife; she turns to him when she needs financial advice.

FRIENDLY RIVALRY: Quark and the Security Chief Odo would never admit it, but they are in fact quite fond of one another.

OTHER ASSOCIATES: Dr. Julian Bashir, Miles O'Brien, Captain Benjamin Sisko, Major Kira Nerys. In general, Quark is on good terms with most of the residents and staff of ***Deep Space Nine***.

REMARKS: Quark can sometimes appear to be too obsessed with business success to form close friendships, but he has nonetheless built some strong relationships over the years.



Quark has rarely been concerned with creating and maintaining friendships, but almost despite himself he has managed to make a number of close friends during his many years on DEEP SPACE NINE.

★ Ferengi to the rescue

When Quark's mother is captured by the Dominion, the barkeep finds that he has enough real friends to make a quite substantial rescue party.

MAJOR DESIRES

★ Complications

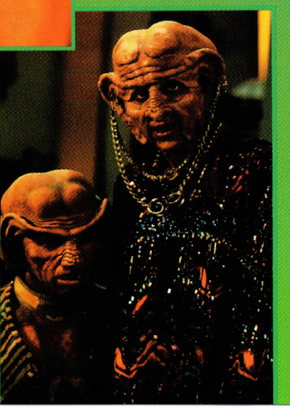
Quark's relationship to the grand nagus has been complicated by Zek's closeness to Ishka.

★ Sibling rivalry

Despite appearances at times, it could be said that Quark's closest friend is his brother, Rom.

★ Family ties

Quark is close to his family, especially his mother, Ishka, and his brother, Rom.



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Quark's Friends

"Who's going to buy a disk of desiccated Quark? I'm nobody. Just some bartender with a domineering mother and an idiot brother." — Quark

★ **Old friends**
Jadzia Dax plays tongo and is strikingly lovely as well. She and Quark become firm friends until her untimely death.

★ **Romantic youngster**
Quark has shown a keen interest in the romantic life of the new host of the Dax symbiont, Ezri.

bricks of **latinum**.

If profit does not motivate a friendship for Quark, an attractive female might. Living on *Deep Space Nine* provides Quark with many opportunities to meet lovely females. **Grilka**, a stunning **Klingon**, bullies him into marrying her to help her out of a bind, but they later enjoy a brief fling. It is clear that they will remain friends, and Quark even helps her with her finances without charging.

Quark has been attracted to several more humanoid females, though his overtures are often ignored. Many of the women instead become his friends. His relationship with **Colonel Kira Nerys** is one such example: he flirts outrageously with her and she cannot stand him, but over the years he earns the major's admiration. In return for freeing her from the holding cells on ***Terok Nor*** in 2374, Kira convinces **Starfleet** to allow Quark to trade a captured **Vorta** for his mother, **Ishka**, who is being held by the **Dominion**.

Soulmates

Jadzia Dax is not only beautiful, but plays a mean game of **tongo** – the perfect friend for Quark. As is his habit, he begins their relationship by flirting and hoping for some **oo-mox**. When Quark becomes a weapons dealer in 2373 and Dax rejects their friendship, he is genuinely distressed. His eventual rejection of the weapons trade returns him to Dax's good graces.

When Jadzia dies unexpectedly at the end of the next year, Quark accompanies her Klingon husband, **Worf**, and her other friends on a dangerous mission to ensure her spirit is able to enter **Sto-Vo-Kor**, the glorious Klingon afterlife.

★ **Regular**
Morn is Quark's most regular customer, and qualifies as a friend as well, even after his faked death.

The arrival of **Ezri Dax** on the station does not perturb Quark; Ezri is pretty and has all of Jadzia's memories; he assumes, correctly, that their friendship will continue.

Quark is not known to count many of his kinsmen among his friends, but one Ferengi with whom he is proud to associate is **Grand Nagus Zek**. He considers Zek the most brilliant Ferengi alive. When Zek is altered by an encounter with the **wormhole aliens** in 2371 and completely rewrites the **Rules of Acquisition**, Quark is horrified. At great risk to his own life, he takes Zek back into the wormhole and convinces the **Prophets** to return the nagus to his normal, profit loving self. This is just one of the many adventures Quark shares with Zek. The bartender continually tries to profit from their friendship, and Zek keeps using Quark for his own ends. The nagus relies on Quark on numerous occasions, which Quark chooses to view as a demonstration of his affection for him.

Ferengi friendships are tenuous at best, perhaps due to the fact that there is little perceived profit in them. Quark's experiences would appear to prove otherwise.

LOVE OR HATE?

Cocooned

One friend to whom Quark would never admit is Odo. Their relationship over the years is based on adversity as the diligent security chief attempts to stamp out Quark's less legal activities, but as they have spent time together, often as constable and suspect, they have come to feel comfortable around, and even like, one another. Their relationship peaks when their *Runabout* crashes on a planet in 2373 – ironically while Odo is escorting Quark to testify in front of the Federation Grand Jury – and the pair must rely on each other to survive. With this ordeal comes an understanding that informs their subsequent relationship, but this does not stop either of them from gleefully antagonizing the other.

★ **Friendly enemies**
Despite their continual baiting of one another, Odo and Quark would never admit to a friendship between them.

★ **Cooperation**
When Odo and Quark crashland a RUNABOUT on a deserted planet, they must work together to survive.

★ **Quark to the rescue**
Odo breaks his leg and cannot finish the climb to position the distress beacon; Quark must continue alone.

Starfleet Uniform Insignia: 2271

By the 2270's, Starfleet has begun to adapt the delta symbol previously associated only with the *U.S.S. Enterprise NCC-1701* as standard for all its officers. Only a few divisions retain a separate identity.

When **Starfleet** revises its basic uniform pattern in the early 2270's, the change is prompted in part by a realignment of duty divisions and a wholesale change in the concept of the visual designators used to identify the different departments.

In previous decades, Starfleet personnel had primarily been assigned to only three divisions: command, sciences, and operations. Personnel wore a colored tunic specific to their division: gold designated command; blue medical and sciences; and red engineering, operations, and security. The revisions of 2271 reorder these three divisions into six in order to more specifically identify training and assignments. The move therefore requires a change in how each department is identified, since the previous primary colors do not fit the new concept; uniform colors are now used to identify mission or situation rather than the wearer's overall role, so that any officer may sport uniforms of several different colors during the course of a single day on duty.

New badges

Traditional duty divisions retain their own color designator, but rather than comprising the entire tunic, it is now reduced to being part of the woven chest insignia patch on routine Class-A uniforms, epaulets on the more leisurely Class-B styles, and the armbands of landing party field jackets. The chest patch itself undergoes an important redesign, as Starfleet replaces the ship-specific logos previously worn by vessel-based personnel with the stylized arrowhead delta previously worn only by the crew of **James T. Kirk**'s famous ***U.S.S. Enterprise NCC-1701***. In the new scheme, the delta is layered onto a circle of exposed color that identifies the wearer's duty assignment.

Color coding

The color used to identify Starfleet's command division – the department which is affected least by the change – switches from mustard to white. The old science department changes color from blue to orange, while the medical division that it previously incorporated is split off and adopts a green hue for its dedicated insignia. In addition, wearers of medical garments may now sport the caduceus – the ancient Terran serpent-and-staff symbol of healers – on the white surgical uniforms worn as an alternative to their regular dress.

The former operations division is now divided into three separate groups: engineering, security, and operations. Engineering retains the classic red color, while security personnel switch to gray. The operations division that previously shared the same red shirts as engineering is now designated by a pale gold background to its delta.

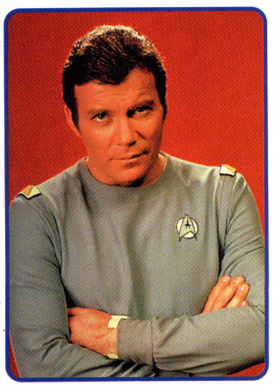
There are still a few exceptions to these basic six divisions. Specialist colors are used on environmental space suits, including an all-orange delta and background for science, and all-white for command. In addition, flag officers often display an all-gold version on the white front of their dress uniforms.

The uniforms of the 2270's include more variations than at any other time in Starfleet's history. Uniform insignia includes such specialist badges as a gold Starfleet delta on the dress uniform and a caduceus on the surgical outfits worn by medical staff.

It should be noted that, despite the consolidation of shipboard insignia for the chest emblem, Starfleet still retains some specialized designs for those involved in other mission profiles. For example, personnel aboard the deep space monitor station ***Epsilon IX***, while bound by regular Starfleet ranks and other protocols, sport a circular badge containing a triangular logo that bears a stylized uplink communications dish.

COMMAND

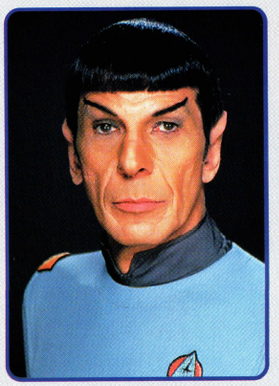
Command officers sport a white background to their **Starfleet** delta. The central star from the previous uniform style remains unchanged.



Admiral Kirk sports the regular command logo while captaining the U.S.S. ENTERPRISE.

SCIENCE

Individual duty divisions no longer have a specific logo in the center of their delta; all now sport the star worn only by command officers on the previous uniforms.



Spock's position as a science officer is indicated by the orange color of his delta background and epaulets.

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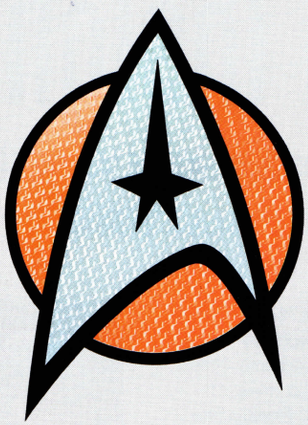
Starfleet Uniform Insignia: 2271

ENGINEERING

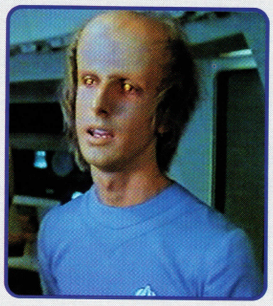
The delta background of the engineering badge retains the primary red previously used for this department's duty shirts.



Starfleet engineers such as this Saurian crewman wear regular Starfleet uniforms that sport a red badge when not in hazardous surroundings that require more protective clothing.

SECURITY

For the first time, security is a separate division with its own administration and logo. The **Starfleet** delta is placed on a gray background that is retained as the main color of security uniforms well into the next decade.



As with engineers, security personnel wear protective suits in more dangerous conditions, but also have a regular Starfleet uniform with a gray backed delta.

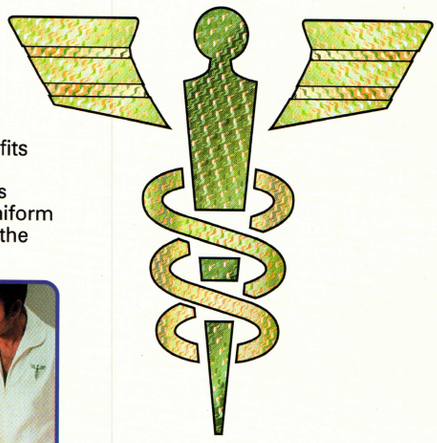
MEDICAL

Medical is a now a dedicated department that no longer comes under the science administration. Regular uniforms sport a pale green background to the **Starfleet** delta and corresponding epaulets.

Green has long been associated with the field of medicine, and is here used to represent Starfleet's doctors and nurses.

MEDICAL [ALTERNATE]

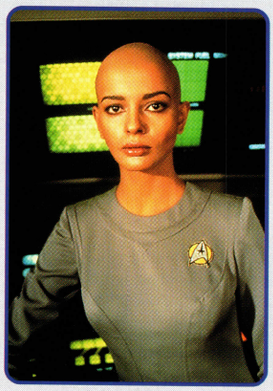
The caduceus, an ancient Earth symbol of healing, is used on the white surgical outfits sometimes worn by medical staff. Theirs is the only shipboard uniform that does not display the **Starfleet** delta.



The caduceus is seen on the white shirts doctors and nurses wear during surgery and examinations.

OPERATIONS

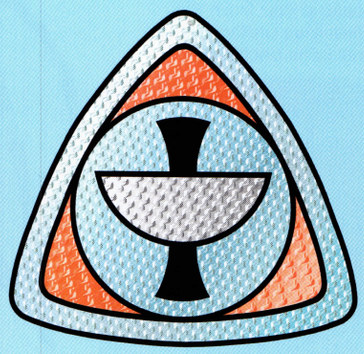
Operations is also a separate department for the first time. Its officers and crewmen wear their **Starfleet** delta on a yellow background.



Lt. Ilia, the U.S.S. ENTERPRISE's navigator, wears the yellow backed delta of the engineering department.

EPSILON IX

Some specialist facilities still retain an individual chest logo, such as the satellite communications dish for deep space monitoring facility ***Epsilon IX***.



The stylized badge of the EPSILON IX monitoring station represents a satellite communications dish.

FILE 75 STAR TREK IV: THE VOYAGE HOME

STAR TREK IV: THE VOYAGE HOME

Part 4 The problems mount for **Admiral James T. Kirk** in his efforts to secure two humpback whales from 20th-century Earth. Meanwhile, a perilous mission to remove nuclear material from a naval vessel places **Commander Chekov** in great danger . . .

'STAR TREK IV: THE VOYAGE HOME'

"Damn it! We've been so lucky. The two perfect whales in our hands. If we don't move quickly, we'll lose them ... Spock, you're talking about the end of every life on Earth!"
– Admiral James T. Kirk

After dropping **Captain Spock** off by the cloaked ***Klingon Bird-of-Prey*** in Golden Gate Park, **Admiral James T. Kirk** and **Dr. Gillian Taylor** head off for an Italian meal. Spock beams aboard once they have gone.

Over dinner, Gillian and Kirk get to know each other a little better. The biologist talks of her unhappiness over the **Marine Cetacean Institute** losing their two whales, **George** and **Gracie**; they are due to be flown to Alaska in a special 747 airplane and released back into the ocean. Even though they will be tagged with special radio transmitters, their survival is anything but assured – there is a lot of whaling at this time of year, and no humpback whale born in captivity has ever survived in the wild.

Kirk offers an alternative: he could take the whales somewhere they would never be hunted. Gillian finds herself trusting this odd stranger, though she does wander why he travels around with the "ditsy" Spock, who somehow knew that Gracie was pregnant. She asks where they could take the whales that they would be safe, and Kirk hedges, saying it is not so much where, as when.

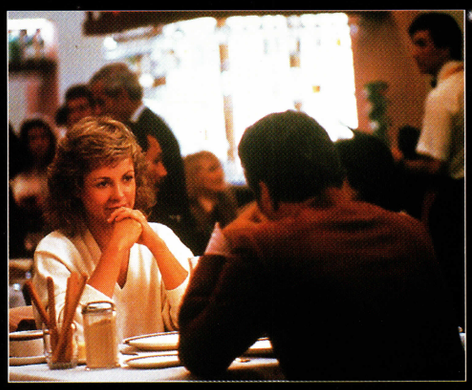
Time for the truth

To his annoyance, the admiral's **Starfleet** communicator beeps. It is **Scotty**, telling him that commanders **Uhura** and **Chekov** are ready to begin their mission to obtain the nuclear material they need. Sotto voce, Kirk orders **phasers** to be set to stun, and wishes them good luck. Intrigued, Gillian fishes for an explanation: is Kirk from outer space? The admiral replies that he is from Iowa, he just works in outer space. Taking a gamble, he proceeds to tell the skeptical doctor the truth of his crucial mission back in time to the 20th century, and she in turn reveals that the whales are to be shipped out at noon the next day. The anxious Kirk insists they leave the restaurant immediately. In a romantic faux pas – caused by his ignorance of 20th-century monetary customs – he must let Gillian pay the bill, but their relationship has progressed nevertheless.

Chekov and Uhura beam aboard the naval aircraft carrier *U.S.S. Enterprise CVN 65*. Avoiding a sniffer dog patrol, they locate the nuclear reactor room and activate an advanced collecting device that operates through the wall of the reactor and extracts

ON SCREEN...

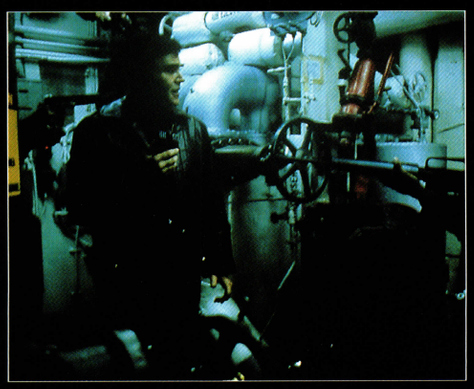
1 *Gillian Taylor drops Spock off in Golden Gate Park. To her amazement, he seems to disappear into thin air as he reenters the cloaked KLINGON BIRD-OF-PREY.*



2 *Gillian and Kirk enjoy an Italian meal together. As time is of the essence, Kirk decides to be honest with Gillian and tell her at least some of the truth.*

3 *The admiral's story seems to be corroborated by a message he receives on a futuristic device. Gillian then asks if he is from "outer space."*

4 *At the end of the evening, Kirk discovers that he does not have enough money to pay for his meal, but Gillian is prepared to cover both of them.*



5 *Chekov locates the nuclear reactor room and is able to collect the photons, unaware that he and Uhura have been detected by the vessel's security systems.*

6 *Gillian takes Kirk back to the cloaked ship, but will not part with classified information until he gives her a tour of his ship, which he is not yet prepared to do.*

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STAR TREK IV: THE VOYAGE HOME Part 4

the high energy photons needed for the *Bird-of-Prey*'s **dilithium crystals**.

The bemused Gillian takes Kirk back to the cloaked **Klingon** ship, depositing the admiral in what appears to be an empty park. He asks her what George and Gracie's radio transmitter frequency will be, but she is not ready to reveal that sort of classified information unless Kirk gives her a tour of his "spaceship." The admiral refuses, but asks Gillian to consider what he has said: time is running out. He will go to the open seas to find a pair of whales and take them back to the 23rd century if he has to, but he would much rather have the Institute's, and suspects that she would rather he take them, too.

Gillian is about to drive away when her attention is caught by a burst of light, and Admiral Kirk is suddenly nowhere to be seen. Aboard the ship, Kirk learns from his crew that the water tank will be finished by morning, but is angered by Spock's unemotional perspective on the jeopardy in which their critical mission has been placed by George and Gracie's imminent release. The future of the human race is in peril.

Back on the aircraft carrier, Uhura and Chekov's actions are detected by technicians in the C.I.C. room. An investigation of the power drain by the command duty officer, **Commander Rogerson**, indicates an intruder in number four reactor. Armed marines are dispatched.

Bid for freedom

Unaware that they are in danger, the two Starfleet officers complete their mission and contact Scotty for beam out. However, as the ***H.M.S. Bounty***'s **transporter** power is at a minimum they can only be beamed back one at a time. Uhura and the collector device she is holding are safely transported away, but Scotty loses Chekov's trace. The frantic commander finds himself surrounded by U.S. marines.

Chekov is taken to an interrogation room aboard ship. The two FBI agents in attendance are unimpressed by their bemused captive's Starfleet identification, and highly suspicious of his "Russkie" accent and futuristic equipment. For his part, Chekov is bemused by the agents' aggressive questioning, and seizes the chance to grab the phaser sitting on the table. He threatens to stun his interrogators if they do not lie on the floor, but the radiation from the ship's engines interferes with the phaser's function. The Starfleet officer is forced to change tack, and runs for the door, locking it behind him.

An alarm klaxon and security announcement sound. Marines scour the ship, hot on Chekov's trail as he dashes through endless companionways up toward the main deck. Escaping through the elevator opening of the hangar deck, the commander finds himself surrounded by marines and sailors on three sides, with shore patrolmen pouring up the gangplank. Chekov makes for the side of the ship to dive into the water, but trips and falls short, plummeting to the deck below with a cry. He lands hard and lies there unconscious, seriously injured.

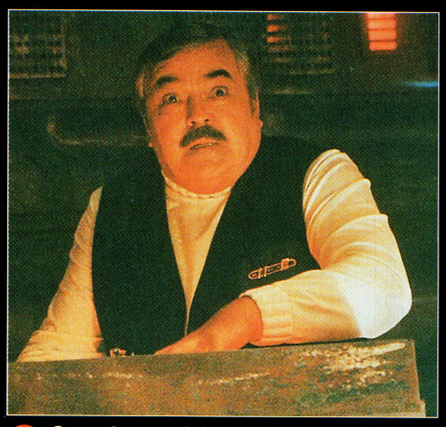
STARSHIP FACTS

- **Gillian Taylor orders for dinner a large mushroom and pepperoni pizza with extra onions, and a Michelob. Kirk orders the same.**
- **Commander Chekov's Starfleet service number is 656-5827B.**

ON SCREEN...

7 ***Back aboard the H.M.S. BOUNTY, Kirk loses his temper with Spock, who seems unconcerned about the impending destruction of the human race.***

8 ***Uhura and Chekov complete their mission and prepare to be beamed away, but the BOUNTY's lack of power for the transporters causes problems.***



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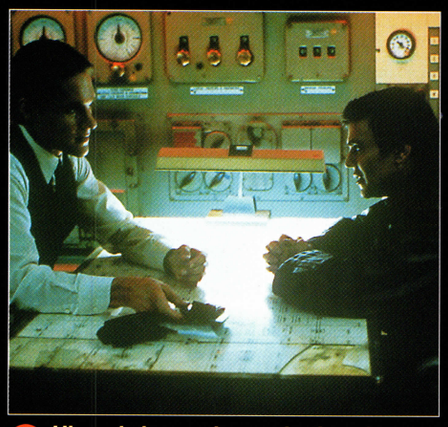
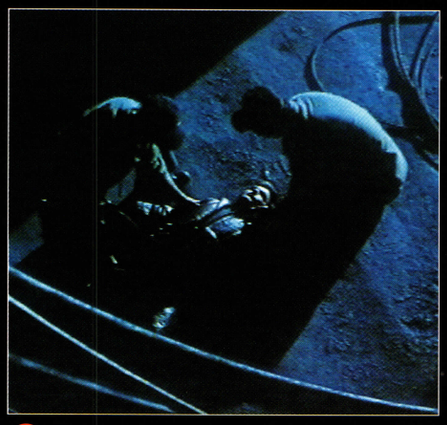


10 ***Uhura is beamed away in time, but Chekov is captured and taken to an interrogation room. The marines think he is a Russian spy.***

11 ***Chekov escapes from the interrogation room and tries to make a run for freedom, but the ship is huge and he has little chance of evading all the crew.***



12 ***The unfortunate Starfleet officer's bid for freedom fails when he trips and hits his head on the steel deck. He is immediately knocked unconscious.***

FILE 70 STAR TREK: DEEP SPACE NINE

'The Muse'

Jake Sisko falls under the spell of **Onaya**, a mysterious woman who feeds off latent creative energy. Meanwhile, **Chief of Security Chief Odo** and **Lwaxana Troi** stage an unexpected wedding on station ***Deep Space Nine***.

'THE MUSE'

"If you take me as your husband in a legal Tavnian ceremony, your marriage to Jeyal will automatically be annulled, and he'll lose his claim to the baby."
– Odo to Lwaxana Troi

Jake Sisko observes **Onaya**, a strangely ageless woman, arriving on ***Deep Space Nine***. Learning the young man aspires to be a writer, Onaya suggests Jake visit her quarters for some literary advice.

A heavily pregnant **Lwaxana Troi** returns to *Deep Space Nine*. The **Betazoid** ambassador recently married **Jeyal**, a **Tavnian**, whose race believe in the separation of the sexes. Lwaxana is expecting a boy, and she will not allow Jeyal to raise the child by himself.

That evening Jake calls on the mysterious Onaya. In her company, the novice author writes at an astonishing pace, unaware his new mentor is literally drawing energy from his sudden burst of creativity.

Jeyal tracks Lwaxana down and demands custody of his son, but **Odo** learns that under Tavnian law, male children are considered the property of the mother's husband. If the security chief marries Lwaxana, Jeyal will lose his claim to the child. There is just one problem: in a Tavnian wedding, the groom must prove that he sincerely loves his bride-to-be.

Marriage of convenience

During the wedding, Odo thanks Lwaxana for appreciating his difference from other beings, and for helping him to understand the meaning of friendship. Even Jeyal is touched by Odo's honesty, and he allows the marriage to go ahead.

Returning from a short vacation, **Captain Benjamin Sisko** finds that Jake has fallen unconscious after three days of continual creativity. Jake is left unattended in the Infirmary, and Onaya spirits him away for a final writing session. The captain prevents her from killing his son, but before security can detain her, she departs to search for another artist to feed off.

Lwaxana returns to **Betazed**, believing her discreet withdrawal will strengthen the bond of friendship she shares with her new husband. Jake, meanwhile, recovers from his ordeal, reassured that one day he complete his great novel '**Anslem**.'

STARSHIP FACTS

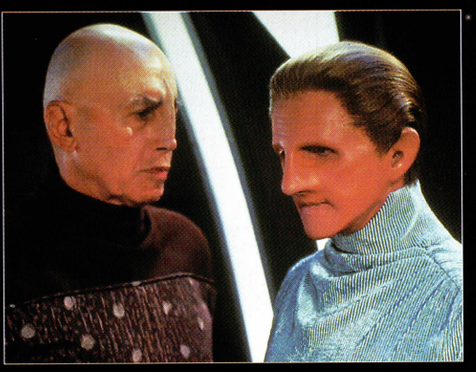
Major Kira Nerys and Jadzia Dax use one of Quark's holosuites to visit a program set in King Arthur's court in medieval England.

ON SCREEN...

1 ***Onaya, a female energy creature who stimulates artistic creativity, takes a keen interest in aspiring author Jake Sisko when she arrives on DEEP SPACE NINE.***

2 ***Lwaxana Troi informs her close friend Odo that she is pregnant. The child's father is her new husband Jeyal, a Tavnian who wants sole custody of the boy.***

3 ***Onaya has helped many writers like Jake to reach their full artistic potential. In return, she feeds off their creative energy, virtually dooming them to an early death.***



4 ***Odo and Lwaxana arrange a marriage of convenience. Despite his undeclared love for Major Kira, Odo manages to convince Jeyal that he deserves to marry Mrs. Troi.***

5 ***Captain Sisko prevents Onaya from draining away the last of Jake's spirit, but he is unable to stop her from leaving the station to search for new victims.***

6 ***Lwaxana decides to return to Betazed. Her marriage to Odo will be annulled within a few months, but their friendship has been strengthened by the wedding ceremony.***

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FILE 70 STAR TREK: DEEP SPACE NINE

'For The Cause'

CAPTAIN'S LOG SUPPLEMENTAL

"The DEFIANT has returned to the station, but it seems that Commander Eddington is still one step ahead of us..."

Chief of Security Chief Odo and **Lt. Commander Michael Eddington** believe that **Kasidy Yates**, **Captain Sisko**'s girlfriend, may be a **Maquis** smuggler. Sisko's personal involvement leads him to miss another Maquis collaborator aboard ***Deep Space Nine***.

Starfleet Security Officer Michael Eddington informs the senior crew that two weeks ago, the defeated **Cardassians** secretly contacted the **Federation** and secured the loan of 12 **Class-4 industrial replicators**. These devices are due to pass through ***Deep Space Nine*** in three days time, and **Starfleet Intelligence** is concerned that the **Maquis** may try to hijack the shipment.

At the end of the meeting, Eddington and **Chief of Security Odo** request a quiet word with **Captain Benjamin Sisko**. They have gathered circumstantial evidence that suggests that Sisko's girlfriend, freighter captain **Kasidy Yates**, may be using her ship, the ***Xhosa***, to supply the Maquis.

The captain instructs **Lt. Commander Worf** and the rest of the ***U.S.S. Defiant NX-74205***'s crew to monitor the Xhosa's journey through the **Badlands**. They soon witness a ***Maquis Raider*** that appears to be collecting supplies from Yates's ship.

Two traitors

The *Defiant* and the *Xhosa* both return to *Deep Space Nine*. Kasidy prepares for another departure, and Odo and Eddington insist that her ship be detained when it next meets with a Maquis vessel. Eddington would prefer to remain on the station and oversee the replicator delivery, so Sisko personally takes the cloaked *Defiant* back to the Badlands.

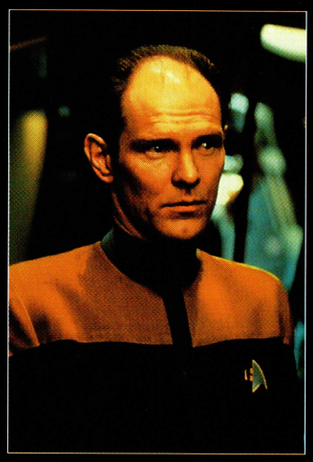
The Maquis fail to turn up for their rendezvous with Kasidy, leading Odo to conclude that they deliberately wanted to draw Sisko away from the station. The distraction gives Eddington, who is revealed to be a Maquis sympathizer, enough time to escape with the replicators.

Sisko takes Eddington's deception personally, and he vows to hunt down the disgraced commander. Kasidy Yates returns to *Deep Space Nine* to face arrest and imprisonment. She is still in love with Sisko, and the couple manage a parting embrace before she is taken into custody.

STARSHIP FACTS

Garak is attracted to the only Cardassian woman on *Deep Space Nine* – Ziyal, Gul Dukat's daughter.

ON SCREEN...



1 *Starfleet Security Officer Michael Eddington informs the senior crew that recent Klingon attacks on the Cardassians have caused more damage than previously thought. The beleaguered empire urgently requires replicators.*

2 *Eddington and Odo inform Captain Sisko that his girlfriend, freighter captain Kasidy Yates, may be using her trade journeys to supply the Maquis.*

3 *In the Badlands, the crew of the U.S.S. DEFIANT observe a MAQUIS RAIDER taking delivery of food and medical supplies carried by the XHOSA.*

4 *Sisko takes command of the DEFIANT and follows Kasidy back to the Badlands, leaving Michael Eddington in charge of the replicator delivery.*

5 *Eddington finally reveals himself to be a Maquis traitor when he stuns Kira with a phaser. He then makes off with the replicators on a Vulcan freighter.*

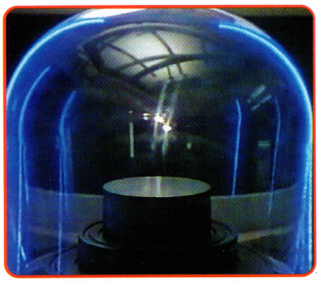
6 *Kasidy Yates bids Benjamin goodbye. Despite her deception, the couple are still in love, and Sisko will be waiting for Kasidy on her return from prison.*

M continued

micro-wormhole The size of a wormhole tunnel narrows to the microscopic as it fades. A **microprobe**, a device only a few centimeters wide, sent into a **Delta Quadrant** micro-wormhole, allowed **Captain Janeway** to communicate with the **Alpha Quadrant**, but 20 years in the past. (*Starship Log:* 'Eye of the Needle' [VOY]) ***SEE FILES 55, 71***

microbiotic colony A subatomic, spaceborne bacteria that eats starship hulls. The ***I.K.S. Pagh*** and the ***U.S.S. Enterprise NCC-1701-D*** were infected by these creatures in 2365; a tunneling **neutrino** beam eliminated them. (*Starship Log:* 'A Matter of Honor' [TNG]) ***SEE FILE 69***

microbrain Name given to very small, intelligent, silicon based creatures inhabiting **Velara III**. The microbrains defended themselves against a team of **Federation** terraformers and the crew of the ***U.S.S. Enterprise NCC-1701-D*** before a truce was reached. (*Starship Log:* 'Home Soil' [TNG]) ***SEE FILE 69***



The microbrain foundon Velara III was nearly destroyed by Federation terraformers.

microcentrum cell membrane Beings with this cell arrangement are usually shapeshifters and cannot be damaged with **triolic waves**. The **Devidians** have microcentrum cell membranes. (*Starship Log:* 'Time's Arrow', Parts I and II [TNG]) ***SEE FILES 5, 18, 69***

microcircuit fibers A non-rejection component of **Borg** implant technology that alters the host's DNA to allow complete assimilation. (*Starship Log:* 'The Best of Both Worlds', Part II [TNG]) ***SEE FILES 5, 15, 69***

microinducer The **EMH** used a microinducer, while in the Leonardo da Vinci simulation, to adjust **Seven of Nine**'s sensory nodes, enabling her to see the **Srivani** intruders on the ***U.S.S. Voyager***. (*Starship Log:* 'Scientific Method' [VOY]) ***SEE FILE 71***

microoptic drill Handheld piece of equipment in **Geordi La Forge**'s engineering kit. He and **Ensign Ro** used a microoptic drill to form an undetectable hole in the **Ten-Forward** ceiling to stop **Ux-Mal** bandits. (*Starship Log:* 'Power Play' [TNG]) ***SEE FILE 69***

microreplication system A very small **replicator** installed inside an **exocomp**. This allowed the exocomp to analyze a problem and then invent and create a tool for that situation. (*Starship Log:* 'The Quality of Life' [TNG]) ***SEE FILES 66, 69***

The U.S.S. VOYAGER's EMH used a micro-inducer to adjust Seven's sensory nodes so that she would be able to detect the intruders.

microscopic generator The outlaw **Rao Vantika** used a microscopic generator to transfer his mind into **Dr. Bashir**'s body in 2369. (*Starship Log:* 'The Passenger' [DS9]) ***SEE FILE 70***

microtomographic analysis This process creates a molecular image of inanimate objects via focused beam X-rays. (*Starship Log:* 'The Drumhead' [TNG]) ***SEE FILE 69***

microtubule network Segment of **Borg** physiology. When the **EMH** probed the microtubule network embedded in **Seven of Nine**'s esophageal tract, she went into neural shock and was saved by **Kes**. (*Starship Log:* 'The Gift' [VOY]) ***SEE FILE 71***

mid-range phase adjuster This mechanism attaches to **EPS conduits** on ***Galaxy***-class starships to realign plasma disturbed by inertial distortion. **Geordi La Forge** made the improvement, which impressed **Dr. Leah Brahms** during her 2367 inspection. (*Starship Log:* 'Galaxy's Child' [TNG]) ***SEE FILES 43, 69***

Midia A **dabo** girl. According to **Quark**'s testimony at **Worf**'s 2372 extradition hearing, **Dr. Bashir** was flirting with her, or **Glidia**, or **Etheria**, when Worf entered the bar. Or maybe it was **Morn** and **Ralidia**. (*Starship Log:* 'Rules of Engagement' [DS9]) ***SEE FILE 70***

Midnight Snacker Nickname given to the mysterious after-hours pilferer of food from **Neelix**'s pantry during 2375. (*Starship Log:* 'Infinite Regress' [VOY]) ***SEE FILES 43, 71***

Midos V A **Federation** planet. The **Dr. Korby** android wanted to use this world as a base of operations for android production in 2266; it was selected for its wealth of natural resources. (*Starship Log:* 'What Are Little Girls Made Of'? [TOS]) ***SEE FILES 3, 44, 68***

The android Dr. Korby set his sights on Midos V as a base of operations.

Midro Educated **Troglyte** and terrorist, or **disrupter**, on **Ardana**. Midro abducted ***U.S.S. Enterprise NCC-1701*** crew members in 2269, thinking they had been summoned to put down the Troglyte quest for equality. (*Starship Log:* 'The Cloud Minders' [TOS]) ***SEE FILE 68***

micro-wormhole
microbiotic colony
microbrain
microcentrum cell membrane
microcircuit fibers
microinducer
microoptic drill
microreplication system
microscopic generator
microtomographic analysis
microtubule network
mid-range phase adjuster
Midia
Midnight Snacker
Midos V
Midro
Mika
Mikah
Mikel
Mikhal Travelers
Mikulaks
Mila
milaberries
Milan, S.S.
Milani
Milika III
Miller, Captain
Miller, Steven and Victoria
Miller, Wyatt
millicochrane
millipede juice
Mimas
Minara II

Nanotechnology, in the form of a microscopic generator, let Rao Vantika live on after death.

Dr. Leah Brahms was impressed by Geordi La Forge's use of a mid-range phase adjuster on the U.S.S. ENTERPRISE NCC-1701-D.

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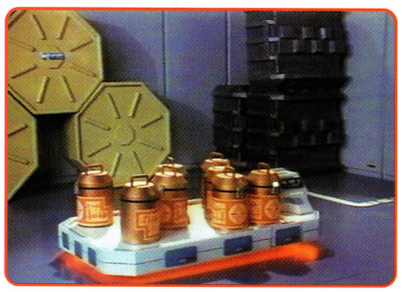
Mika **Bajoran** woman and follower of the **Dukat**-led **Pah-wraith** cult. In 2375, Mika gave birth to a half-**Cardassian** child, which Dukat told his followers was a miracle. When it became clear that Mika would reveal that Dukat was the father, he tried to kill her. (*Starship Log:* 'Covenant' [DS9]) ***SEE FILES 10, 70***

Mikah **Delta Quadrant** planetoid. The ***U.S.S. Voyager*** orbited Mikah around the time of **Kellin**'s visit to the ship and her abortive romance with **Chakotay**. (*Starship Log:* 'Unforgettable' [VOY]) ***SEE FILE 71***

Mikel This 13-year-old human boy from **Gault** was fatally injured by the young **Worf** during a soccer game accident. Worf was haunted by the incident for the rest of his life to such an extent that it even made him hesitant about expressing himself with **Jadzia**. (*Starship Log:* 'Let He Who is Without Sin ... ' [DS9]) ***SEE FILES 43, 70***

Mikhal Travelers These **Delta Quadrant** beings have no homeworld, but continuously travel the cosmos pursuing adventure. Mikhal Travelers assisted **Captain Janeway** to navigate the **Delta Quadrant** in exchange for supplies. One traveler, **Zahir** tried to woo **Kes**. (*Starship Log:* 'Darkling' [VOY]) ***SEE FILES 18, 71***

Mikhal Travelers Zahir and Nakahn traded navigational information for supplies with the U.S.S. VOYAGER crew.



The Mikulaks provided the U.S.S. ENTERPRISE NCC-1701-D with canisters of a unique tissue sample needed to stop a devastating epidemic that threatened a Federation world.

Mikulaks This generous race provided unique tissue samples for the ***U.S.S. Enterprise NCC-1701-D*** to take to **Nahmi IV** in 2366. Scientists needed them to terminate a **Correllium fever** epidemic. (*Starship Log:* 'Hollow Pursuits' [TNG]) ***SEE FILE 69***

Mila **Cardassian** woman employed by **Enabran Tain** for more than 30 years as his housekeeper. She believed in **Garak**'s loyalty. In 2371 Tain considered having her killed because she "knew too much." (*Starship Log:* 'Improbable Cause' [DS9]) ***SEE FILES 50, 70***

milaberries Edible fruit. **Kai Winn Adami** and **Gul Dukat** – in the guise of a **Bajoran** – shared some in bed together. (*Starship Log:* 'Strange Bedfellows' [DS9]) ***SEE FILE 70***

Milan, S.S. This **Federation** transport brought **Alexander Rozhenko** and his grandmother **Helena** to the ***U.S.S. Enterprise*** from Earth in 2368. (*Starship Log:* 'New Ground' [TNG]) ***SEE FILES 31, 69***

Milani Female from the **Teplan system**. Her baby, like all of her people, was born with the **blight**, a fatal affliction given to them by the **Dominion**. (*Starship Log:* 'The Quickening' [DS9]) ***SEE FILE 70***

Milika III Prior to his posting on the ***U.S.S. Stargazer***, **Starfleet** officer **Jean-Luc Picard** commanded a mission to liberate an ambassador from the planet Milika III. (*Starship Log:* 'Tapestry' [TNG]) ***SEE FILES 43, 69***

Miller, Captain American infantry officer. This was the character assumed by **Chakotay** in the World War II **holodeck** simulation controlled by the **Hirogen** occupiers of the ***U.S.S. Voyager*** in 2374. (*Starship Log:* 'The Killing Game', Parts I and II [VOY]) ***SEE FILE 71***

Miller, Steven and Victoria Human husband and wife. They were the parents of **Wyatt Miller**, whom they raised on **Betazed**. Friends of **Ian Andrew Troi** and **Lwaxana Troi**, the two couples sealed their friendship by the betrothal of their offspring. In 2364, the Millers arrived on the ***U.S.S. Enterprise NCC-1701-D*** to complete the marriage. (*Starship Log:* 'Haven' [TNG]) ***SEE FILES 44, 69***

Miller, Wyatt Human betrothed to **Deanna Troi** as a child. In 2364, he came to the ***U.S.S. Enterprise NCC-1701-D*** to wed, but realized the woman of his dreams was on a ***Tarellian Plague Vessel***. (*Starship Log:* 'Haven' [TNG]) ***SEE FILES 44, 69***

Physician Wyatt Miller chose to board a TARELLIAN PLAGUE VESSEL to be with his true love.

millicochrane One one-thousandth of the energy needed to create a stable **subspace distortion field** capable of propelling a ship to **Warp 1**. (*Starship Log:* 'Remember Me' [TNG]) ***SEE FILES 64, 69***

millipede juice Bright yellow beverage that **Quark** often replicates for breakfast. He serves it steaming hot and without shells. (*Starship Log:* 'Prophet Motive' [DS9]) ***SEE FILE 70***

Mimas A moon of Saturn, a planet in Earth's solar system. It is near the area reserved by **Starfleet Academy** to train pilots. In 2368, **Nova Squadron** personnel were taken to Mimas after a fatal accident. (*Starship Log:* 'The First Duty' [TNG]) ***SEE FILE 69***

A landing party from the U.S.S. ENTERPRISE beamed down to a research station on Minara II.

Minara II One of two planets in the **Minaran star system** inhabited by a sentient species. In 2268, the Minaran star was going nova. Aliens with the ability to save only one species conducted tests to determine which of the two races was most deserving, and chose the people of Minara II. (*Starship Log:* 'The Empath' [TOS]) ***SEE FILES 18, 68***

M continued

Minaran empath This mute humanoid species, indigenous to **Minara II**, could literally internalize the physical injuries and emotional pain of others, including individuals of another species, and then quickly heal the wounds. (*Starship Log:* 'The Empath' [TOS]) ***SEE FILES 18, 68***

mind-link This supersensory coupling of two autonomous consciousnesses, is a comparable process to the **Vulcan mind-meld**. (*Starship Log:* 'Is There in Truth No Beauty?' [TOS]) ***SEE FILE 68***

mind-meld SEE **Vulcan mind-meld**

mind-sifter **Klingon** mind reading machine, used for questioning detainees. **Spock** was able to resist it learning his true identity in 2267, but the mind-sifter tended to leave most subjects catatonic. (*Starship Log:* 'Errand of Mercy' [TOS]) ***SEE FILES 11, 60, 68***

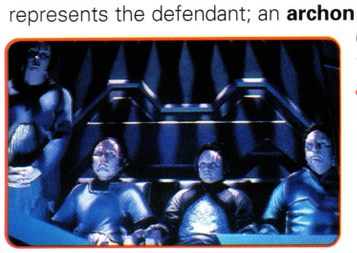
Mines of Mercury Undesirable locale in the clutches of the holoprogram villain **Dr. Chaotica**, where those who opposed or displeased Chaotica faced a dire fate as slaves. The mines bore a strong resemblance to **Planet X**. (*Starship Log:* 'Night' [VOY]) ***SEE FILE 71***

Minicoy Obscure locale with an ambassador known for bluster and hot air. It gave rise to the saying "There's a warm wind blowing in from Minicoy," which **Benjamin Sisko** pointedly passed on to **Jaro** in 2370. (*Starship Log:* 'The Circle' [DS9]) ***SEE FILE 70***

Chief Minister Odala, leader of the Ministry of Elders, rejected Professor Gegen's theories.

Ministry of Elders Ruling council of the **Voth** civilization. **Professor Gegen** presented incontrovertible proof of his **Distant Origin Theory** of Voth evolution to the **Elders**, only to later recant his heretical findings under coercion from the traditionalist ministry. (*Starship Log:* 'Distant Origin' [VOY]) ***SEE FILE 71***

Ministry of Justice The judicial component of the **Cardassian** government, in which the guilt of the offender is predetermined. The **Public Conservator** represents the defendant; an **archon** decides their fate. (*Starship Log:* 'Tribunal' [DS9]) ***SEE FILES 13, 70***



Chief Miles O'Brien came before the Cardassian Ministry of Justice in 2370.

Mintaka III was culturally contaminated in 2366 when the planet's inhabitants caught sight of a Federation observation post.

Minnerly, Lieutenant Kick-boxing expert on the ***U.S.S. Enterprise NCC-1701-D***. Minnerly's impending bout with **Tasha Yar** was cancelled due to her death in 2364. (*Starship Log:* 'Skin of Evil' [TNG]) ***SEE FILES 25, 69***

Minnis **First maje**, of the **Delta Quadrant** humanoids known as the **Kazon-Pommar**. Minnis attended the doomed peace meeting of 2372. (*Starship Log:* 'Alliances' [VOY]) ***SEE FILES 18, 71***

Minnobia In 2373, the Minnobia were warring with the **Vek**, and were not above using **mutagenic** weapons against their enemy. (*Starship Log:* 'Business As Usual' [DS9]) ***SEE FILE 70***

Minos This planet was once populated by a race of arms dealers. By 2364, Minos had been reclaimed by vegetation except for one weapons vending machine that destroyed the ***U.S.S. Drake*** and threatened the ***U.S.S. Enterprise NCC-1701-D***. (*Starship Log:* 'The Arsenal of Freedom' [TNG]) ***SEE FILES 4, 6, 60, 69***

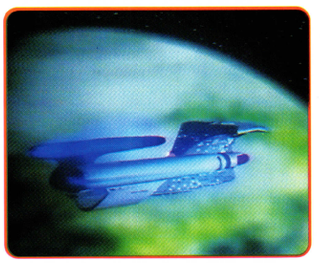
Minos Korva This **Federation** world is situated a mere four light years from the border with **Cardassia**. In 2369, it was under Cardassian threat, but was defended by the ***U.S.S. Enterprise NCC-1701-D***. (*Starship Log:* 'Chain of Command', Part II [TNG]) ***SEE FILES 3, 69***

'Minstrel Boy, The' Song about the losses of war, with words by Thomas Moore (1779-1852). It is sung to the tune of 'The Moreen', an ancient Irish air. **Will 'Stompie' Kayden** sang it for **Benjamin Maxwell**. (*Starship Log:* 'The Wounded' [TNG]) ***SEE FILE 69***

Mintaka III Homeworld to the **Mintakans**, a Bronze-age, agrarian society of peaceful proto-**Vulcans** studied by **Federation** anthropologists in 2366. Mintakans were skilled tapestry artisans, and their leader, **Nuria**, gave **Captain Picard** a piece of their handiwork after a malfunction revealed the Federation's presence of the Federation scientists. (*Starship Log:* 'Who Watches the Watchers?' [TNG]) ***SEE FILES 3, 18, 69***

Mintonian sailing ship In 2368, the ***U.S.S. Enterprise NCC-1701-D*** drew near **Nebula FGC-47**, while viewing the cloud, **Guinan** thought it resembled the shape of a *Mintonian sailing ship*. (*Starship Log:* 'Imaginary Friend' [TNG]) ***SEE FILE 69***

Minaran empath
mind-link
mind-meld, Vulcan
mind-sifter
Mines of Mercury
Minicoy
Ministry of Elders
Ministry of Justice
Minnerly, Lieutenant
Minnis
Minnobia
Minos
Minos Korva
'Minstrel Boy, The'
Mintaka III
Mintonian sailing ship
Minuet
Mira system
Miradorn
Miramanee
Miranda class
Mirell, Korenna
Miri
Miridian VI
Mirok
Mirren, Oliana
mirror universe
Mishiama wristlock
Mislen
Mitchell, Admiral
Mitchell, Gary
Mithran class
Mithren
mitral sac



The U.S.S. ENTERPRISE came under fire from the weapons that still remained on Minos, from its former population of arms dealers.

Captain Benjamin Maxwell and Miles O'Brien sang 'The Minstrel Boy' in memory of their fallen U.S.S. RUTLEDGE comrade 'Stompie' Kayden.

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Minuet Holographic woman of **Riker**'s dreams, created by the **Bynars** as a distraction from their ship stealing activities. She was so real in Riker's memory that a later alternate reality, derived from the commander's neural responses, included Minuet as his beloved wife. (*Starship Log:* '11001001' [TNG]) ***SEE FILES 56, 69***

Mira system This solar system, named for its red giant star, Mira, contains six planets, of which the fifth is **Dytallix B**. In 2364, **Captain Picard** diverted to this uninhabited system at **Walker Keel**'s request. (*Starship Log:* 'Conspiracy' [TNG]) ***SEE FILE 69***

Miradorn A humanoid species with **Federation** level technology. They are characterized by oversized frontal lobes and a quarrelsome temperament. Twin Miradorn such as **Ro-Kel** and **Ah-Kel** consider themselves a half-person without the other. (*Starship Log:* 'Vortex' [DS9]) ***SEE FILE 70***

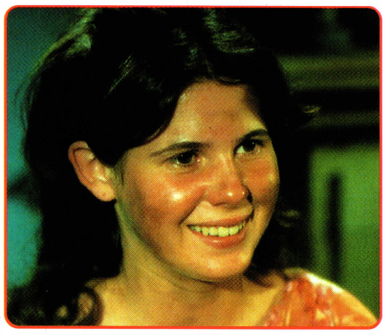
The Miradorn Ah-Kel sought revenge for the death of his twin, Ro-Kel.

Miramanee Woman living on a beautiful **Class-M** planet inhabited by a culture descended from Native Americans. Miramanee and **James T. Kirk** were married after the captain lost his memory in 2268, but she died later the same year. Miramanee's planet was protected from an asteroid by a deflecting obelisk installed by the **Preservers**. (*Starship Log:* 'The Paradise Syndrome' [TOS]) ***SEE FILES 18, 43, 68***

Miranda class A class of smaller-sized **Federation** vessels with **nacelles** below the saucer section. The ***U.S.S. Reliant*** and the ***U.S.S. Saratoga*** were both *Miranda*-class ships. The model was in regular service by 2285. (*Starship Log:* ***Star Trek II: The Wrath of Khan***) ***SEE FILES 31, 73***

Mirell, Korenna This elderly woman from **Enara Prime** was killed on the ***U.S.S. Voyager*** after she told **B'Elanna Torres** the secret of her government's genocide against a people known as the **Regressives** decades earlier. (*Starship Log:* 'Remember' [VOY]) ***SEE FILES 18, 71***

Miri This long-lived girl was entering puberty when the ***U.S.S. Enterprise NCC-1701*** discovered her plague ridden world in 2266. Miri's crush on **Captain Kirk** nearly doomed the landing party. (*Starship Log:* 'Miri' [TOS]) ***SEE FILES 18, 68***



Dr. McCoy developed an antitoxin for the virus on Miri's world.

Miridian VI A world close to the **Romulan Neutral Zone**. The alien **Barash**, in human guise, claimed that he had been seized by Romulans while living on Miridian VI. (*Starship Log:* 'Future Imperfect' [TNG]) ***SEE FILES 58, 69***

Mirok **Romulan** science officer whose field tests of an **interphase generator** in 2368 left his ship heavily damaged. His tests shunted ***U.S.S. Enterprise NCC-1701-D*** officers **Geordi La Forge** and **Ensign Ro** out of phase. (*Starship Log:* 'The Next Phase' [TNG]) ***SEE FILE 69***

Mirren, Oliana Beautiful young contender for the only available opening at **Starfleet Academy** in 2364. Others on **Relva VII** vying for the place included **Wesley Crusher** and **Mordock**, the latter of whom won. (*Starship Log:* 'Coming of Age' [TNG]) ***SEE FILES 19, 69***

Young human Oliana Mirren failed to win a place at Starfleet Academy.

mirror universe 'Evil' parallel universe first discovered in 2267; its politics were heavily altered by this **first contact**. A second journey to the mirror universe in 2370 triggered additional, unpleasant exchanges. (*Starship Log:* 'Mirror, Mirror' [TOS]; 'Crossover' [DS9]) ***SEE FILES 18, 41, 68, 70***

Mishiama wristlock A formidable martial arts move. **Tasha Yar** was planning to use this method in an upcoming martial arts competition on the ***U.S.S. Enterprise NCC-1701-D*** in 2364. (*Starship Log:* 'Skin of Evil' [TNG]) ***SEE FILES 43, 69***

Mislen **Delta Quadrant** world orbiting a yellow dwarf star. Mislen supports a sentient, humanoid species and has an industrial rating equivalent to Earth. In 2373, **Chardis** from Mislen lost his freighter to the **Swarm**. (*Starship Log:* 'The Swarm' [VOY]) ***SEE FILES 3, 71***

Mitchell, Admiral High ranking officer in **Starfleet**. His career included a stint as the commander of ***Starbase 97***. (*Starship Log:* 'Starship Mine' [TNG]) ***SEE FILES 19, 69***

Mitchell, Gary ***U.S.S. Enterprise NCC-1701*** helm officer until 2265. Mitchell was close friends with **James T. Kirk**, saving his life and plotting his social activities. Mitchell died in 2265 after exposure to **galactic barrier** radiation. (*Starship Log:* 'Where No Man Has Gone Before' [TOS]) ***SEE FILES 43, 68***

Gary Mitchell was driven insane when radiation triggered the development of godlike powers.

Mithran class Experimental fighter in the military fleet of **Benthos**. **Benthan** test pilot **Steth** was to make the first tests of this advanced spacecraft upon his return, assuming he and **Tom Paris** could fix his **coaxial warp drive**. (*Starship Log:* 'Vis à Vis' [VOY]) ***SEE FILE 71***

Mithren **Delta Quadrant** world with a sophisticated civilization. **Neelix**'s various sources here fed rumors of missing vessels in **Bothan** space – presumably casualties of the fiercely territorial **Botha**. (*Starship Log:* 'Persistence of Vision' [VOY]) ***SEE FILES 3, 71***

mitral sac Home for a developing **Ocampan** fetus. This pouch appears on the backs of females when their body prepares for procreation. Other symptoms of **elogium**, as it is known, include the **ipasaphor**. (*Starship Log:* 'Elogium' [VOY]) ***SEE FILES 18, 43, 71***